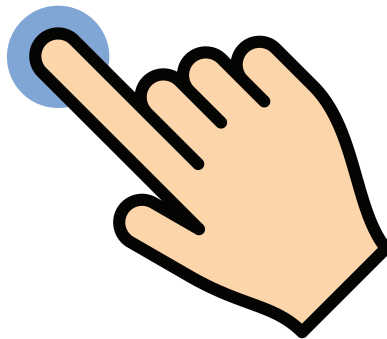


# Punkt

point

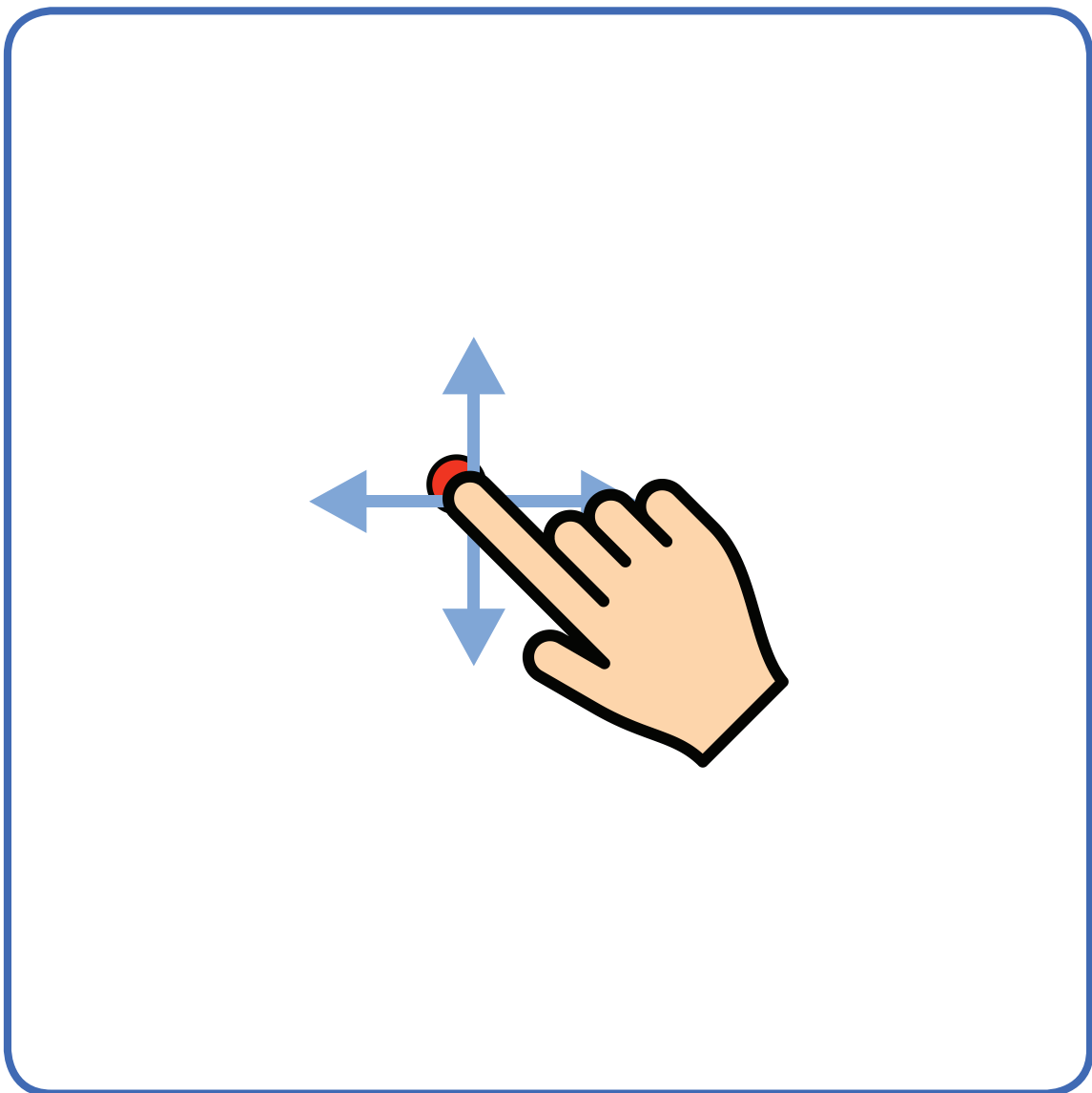
point



# Punkt ziehen

déplacer point

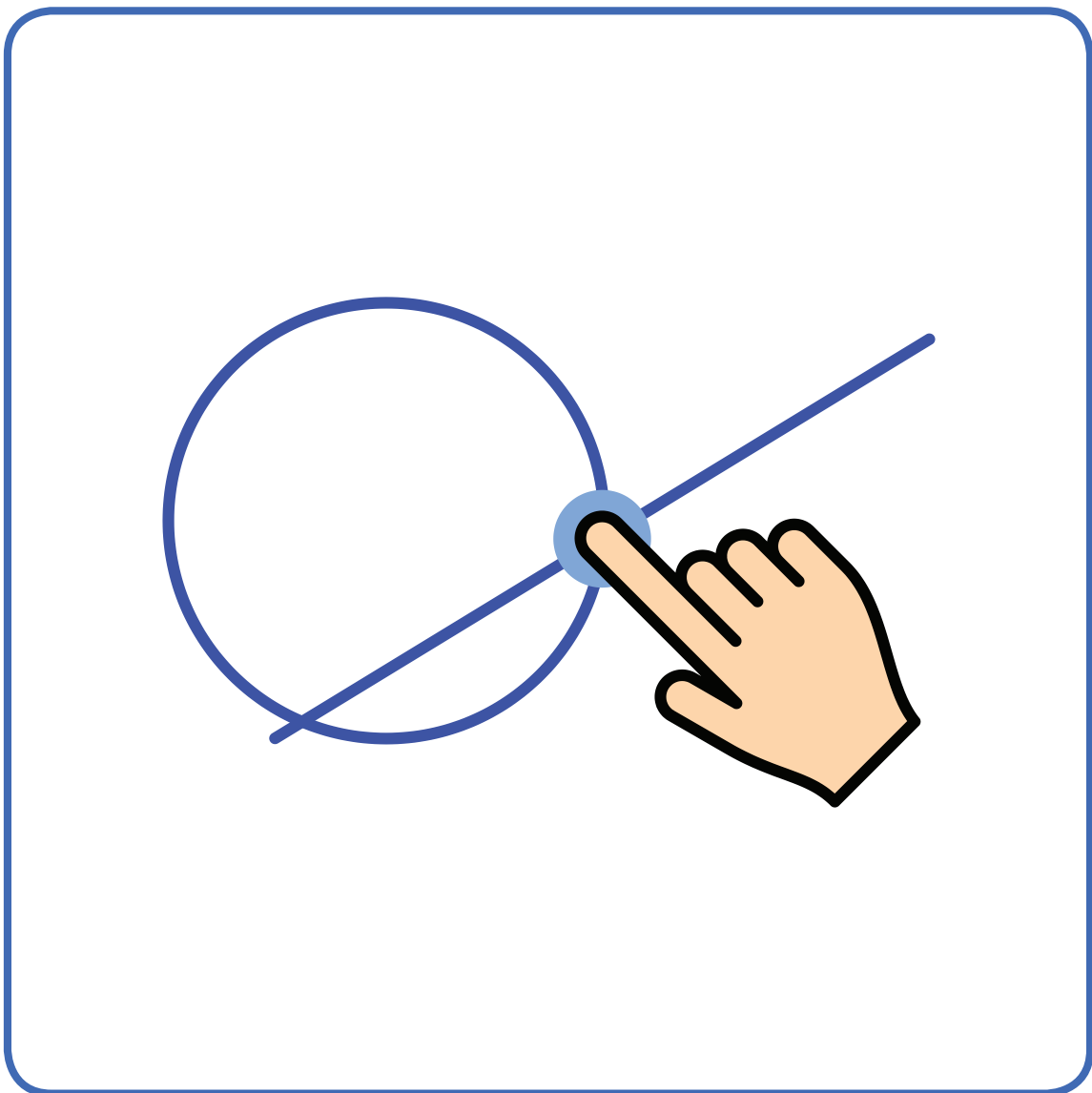
move point



# Schnittpunkt

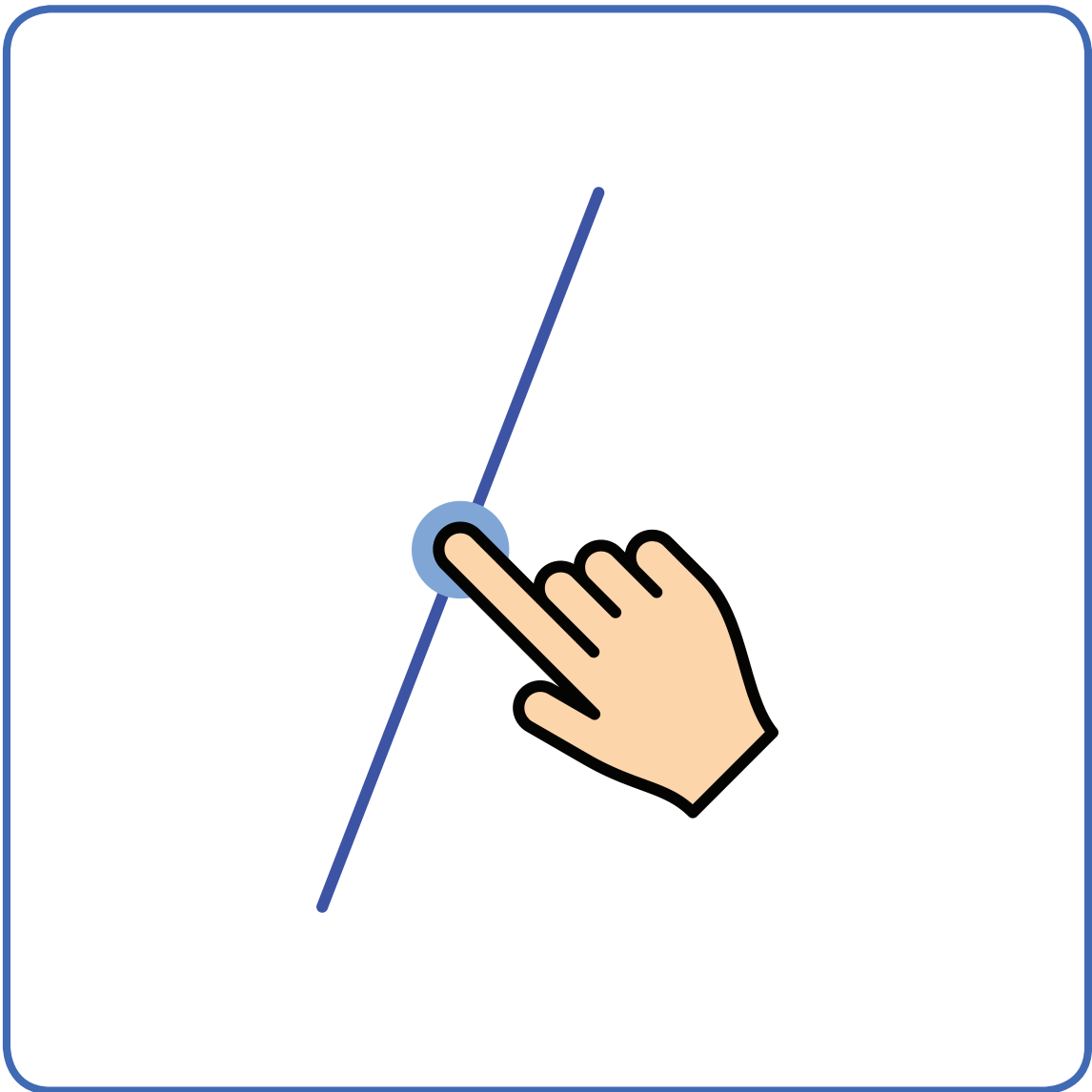
intersection

intersection



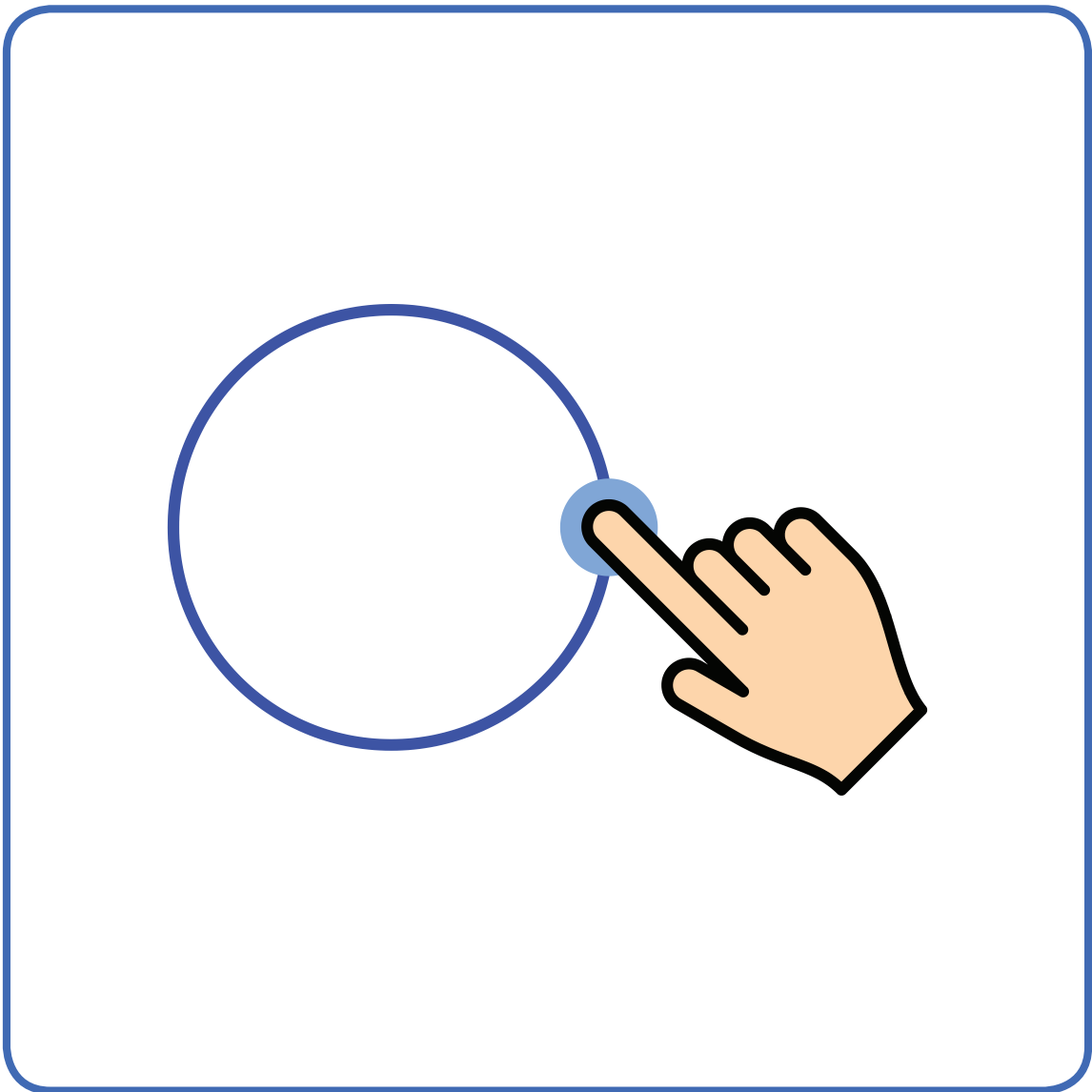
# Gleiter

point sur  
glider



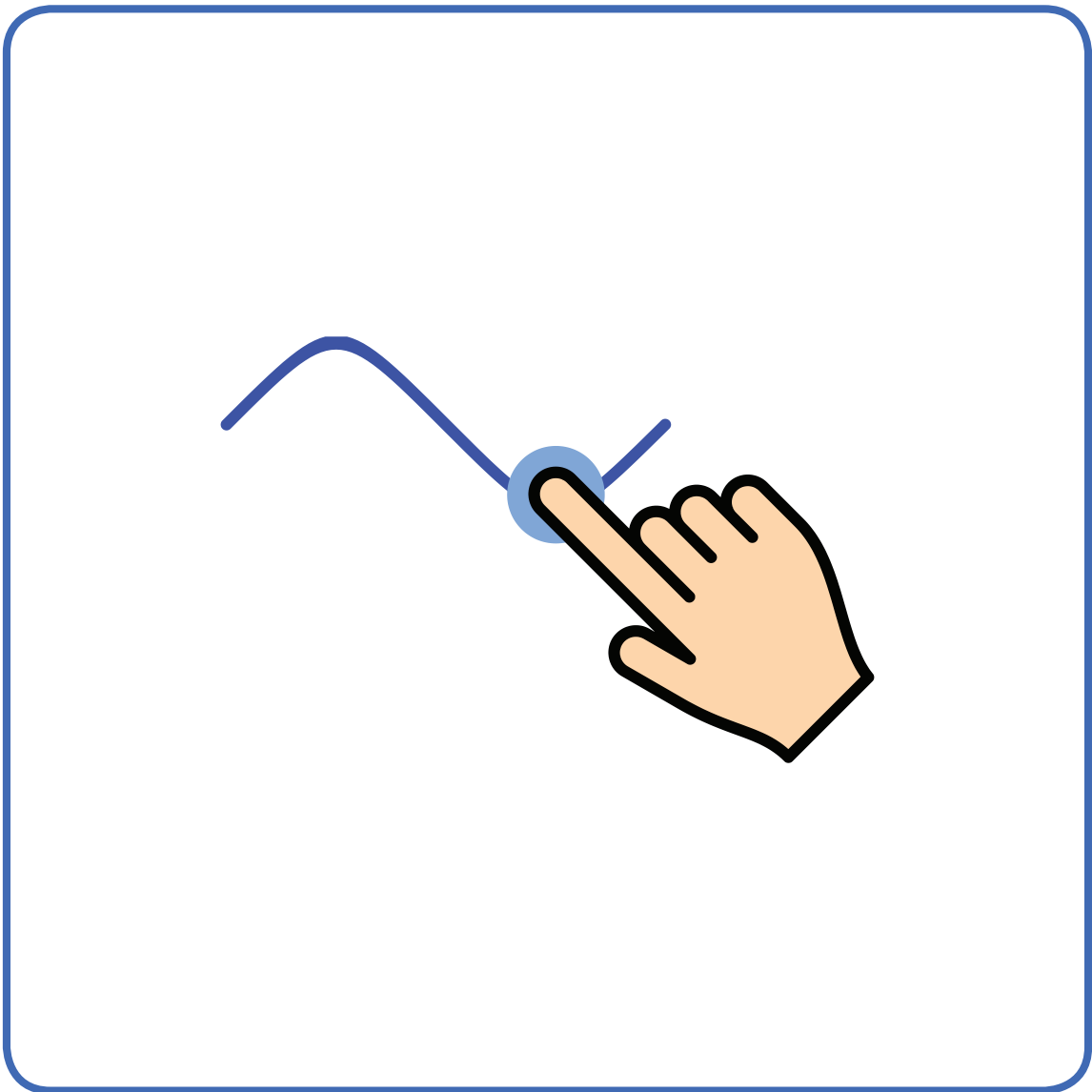
# Gleiter

point sur  
glider



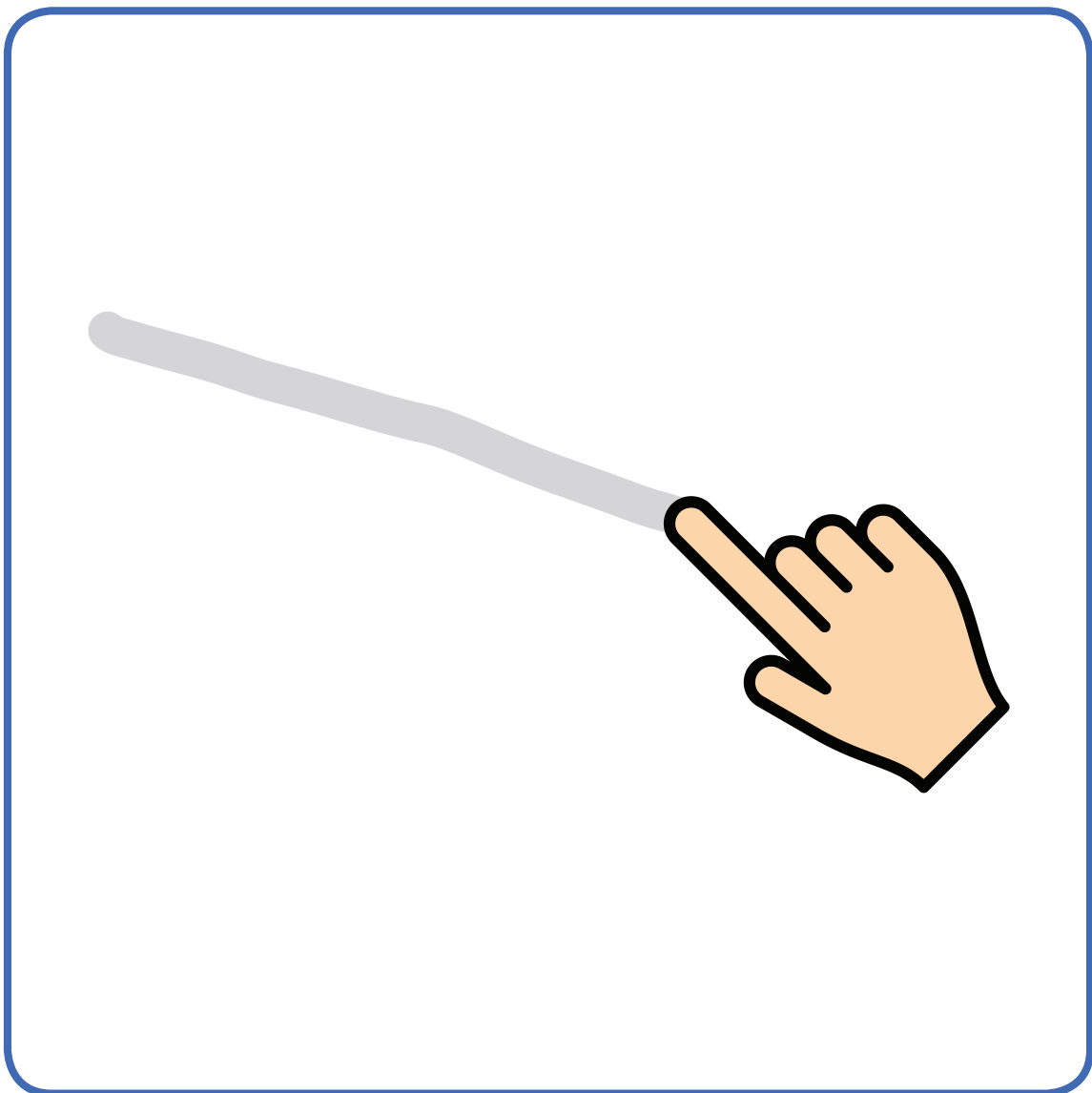
# Gleiter

point sur  
glider



# Freie Gerade

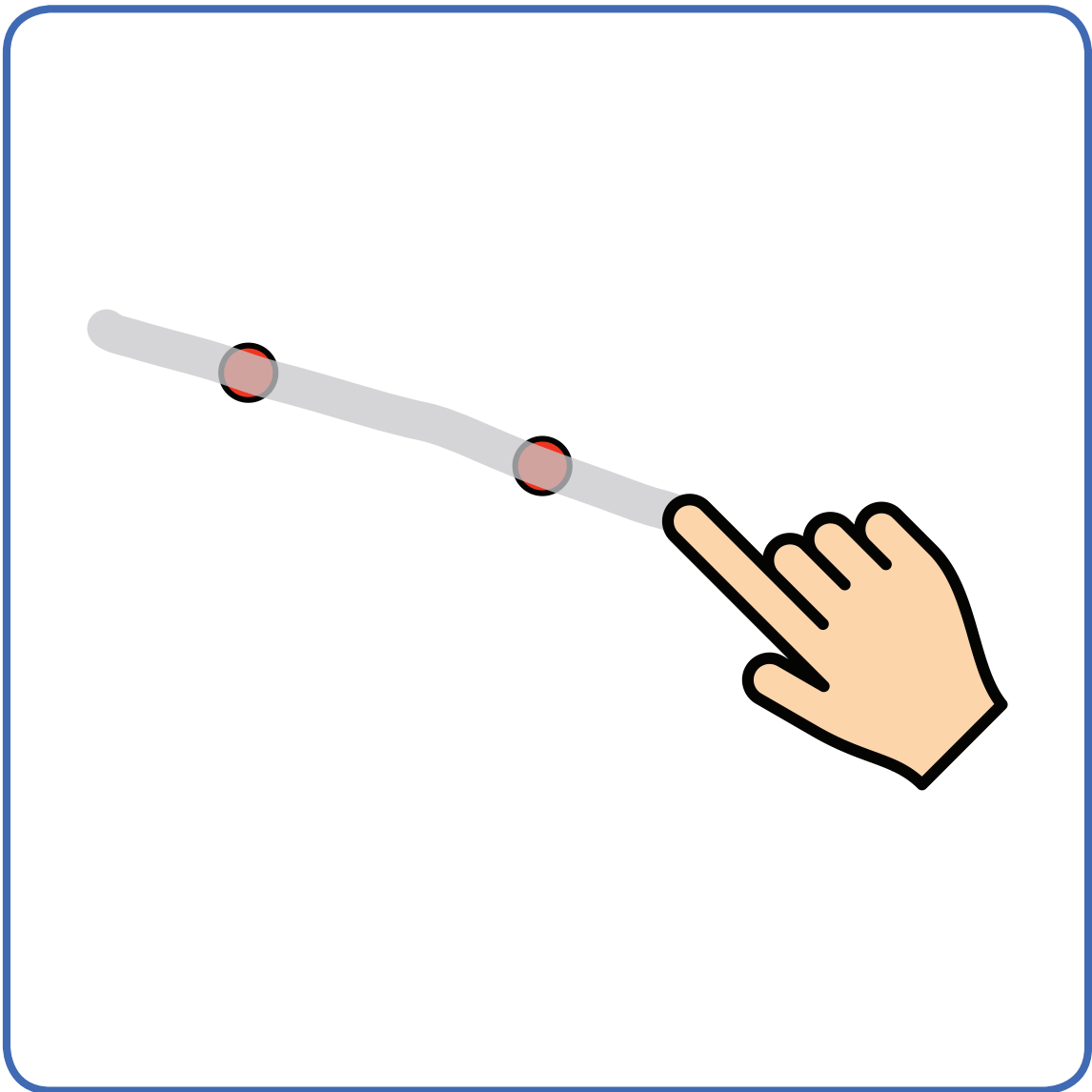
droite libre  
line



# Gerade

droite

line

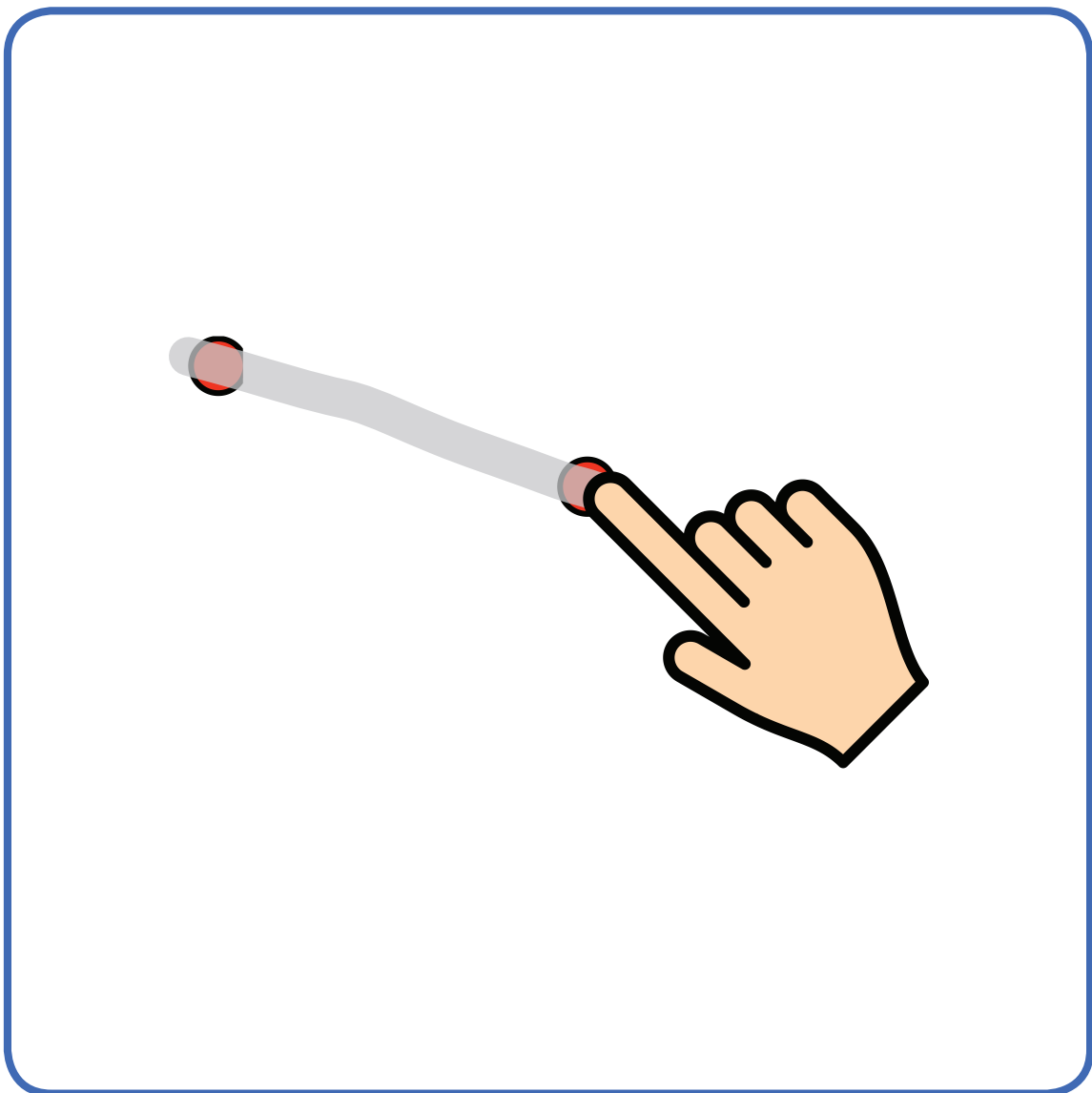




# Strecke

segment

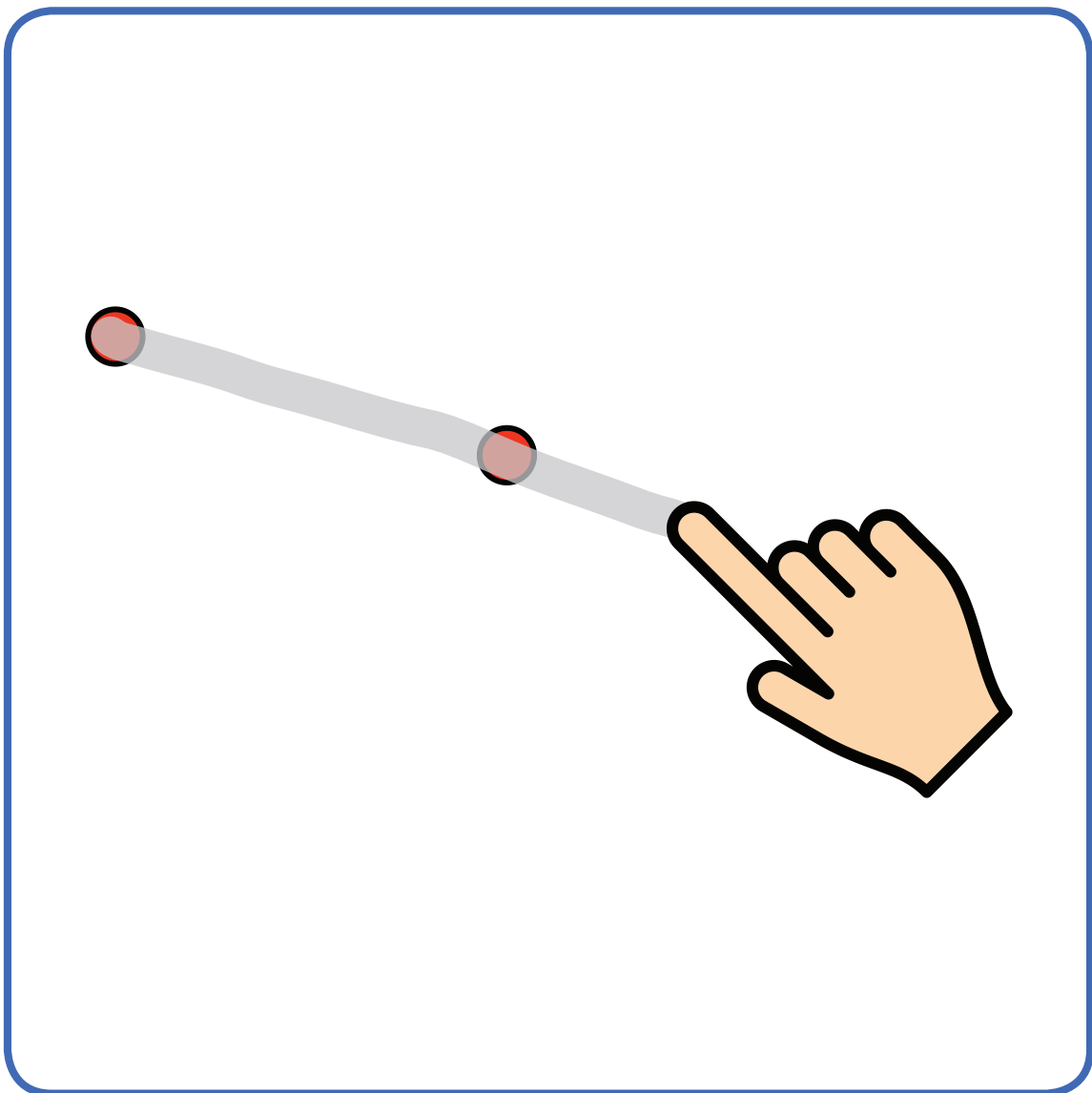
segment



# Halbgerade

demi-droite

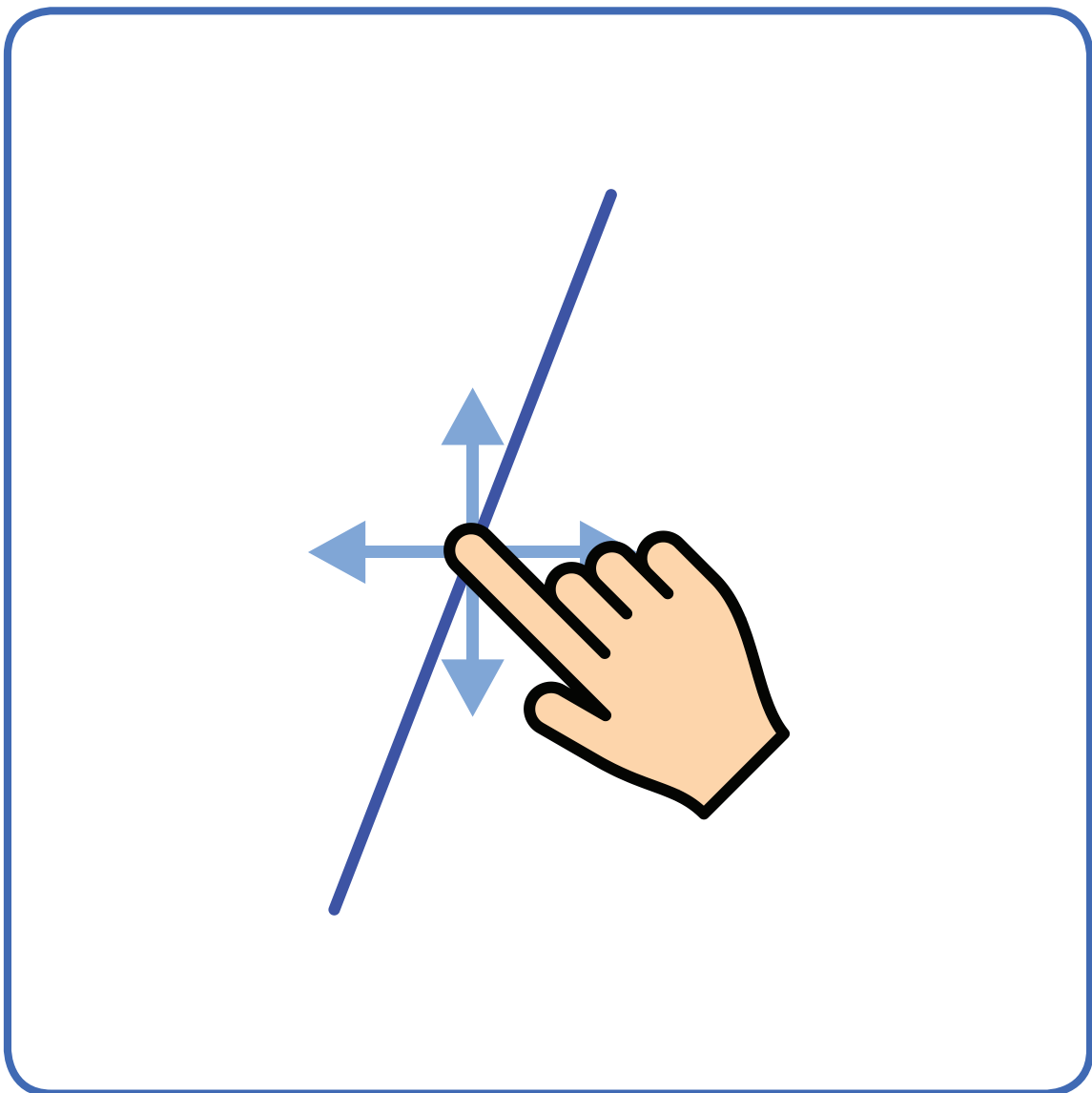
ray



# Gerade bewegen

déplacer droite

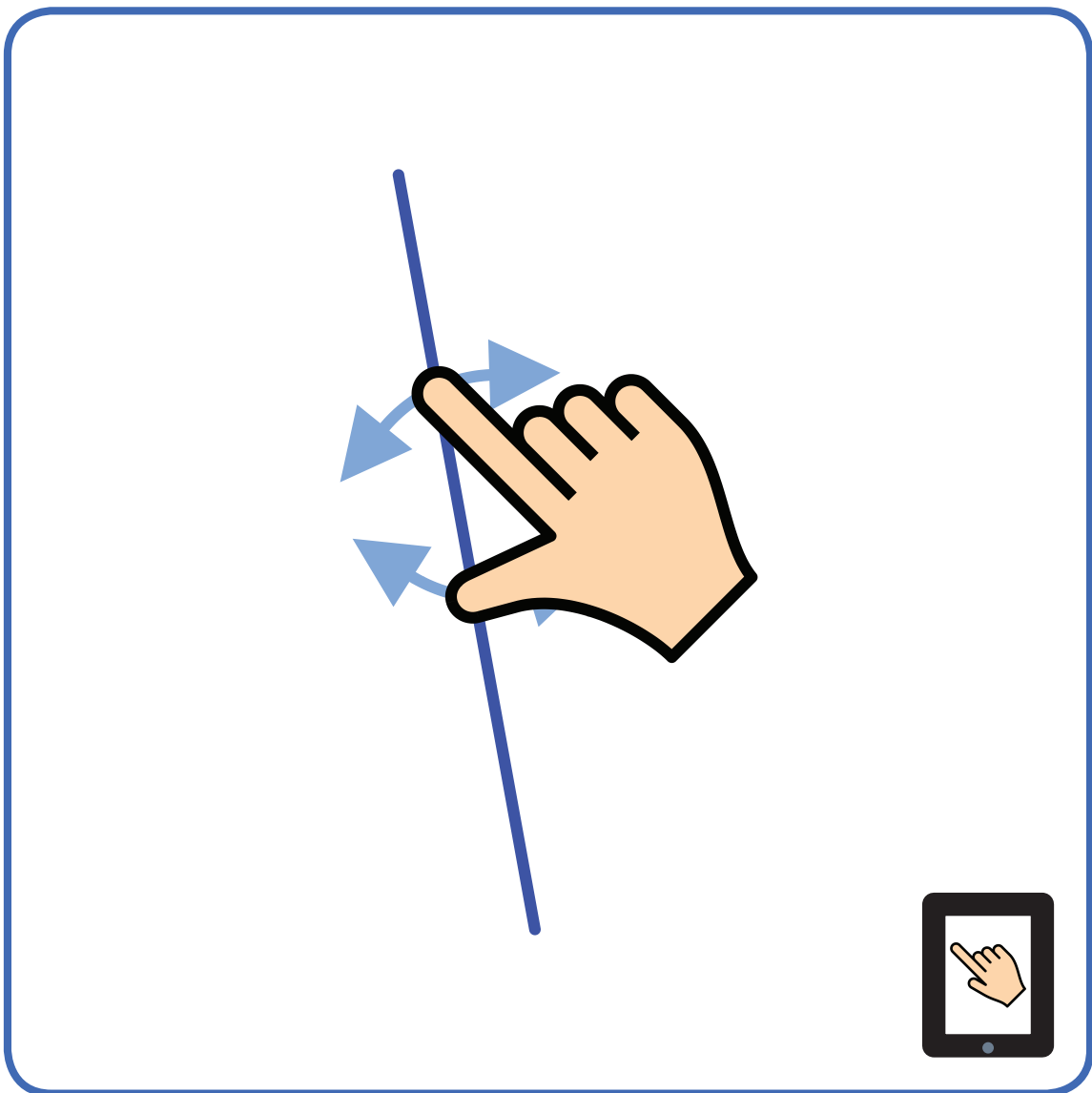
move line



# Gerade drehen

faire tourner droite

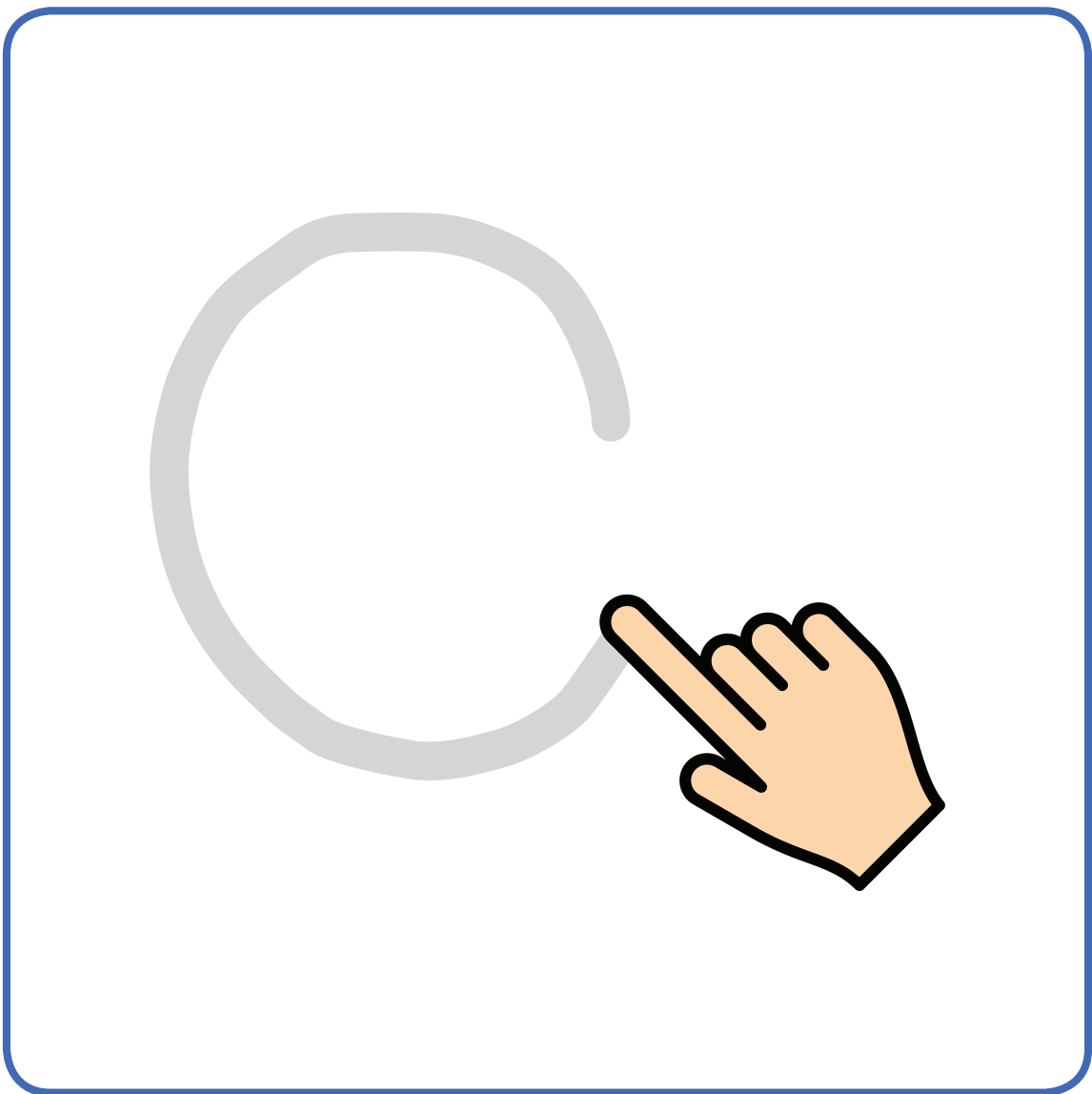
rotate line



# Freier Kreis

cercle libre

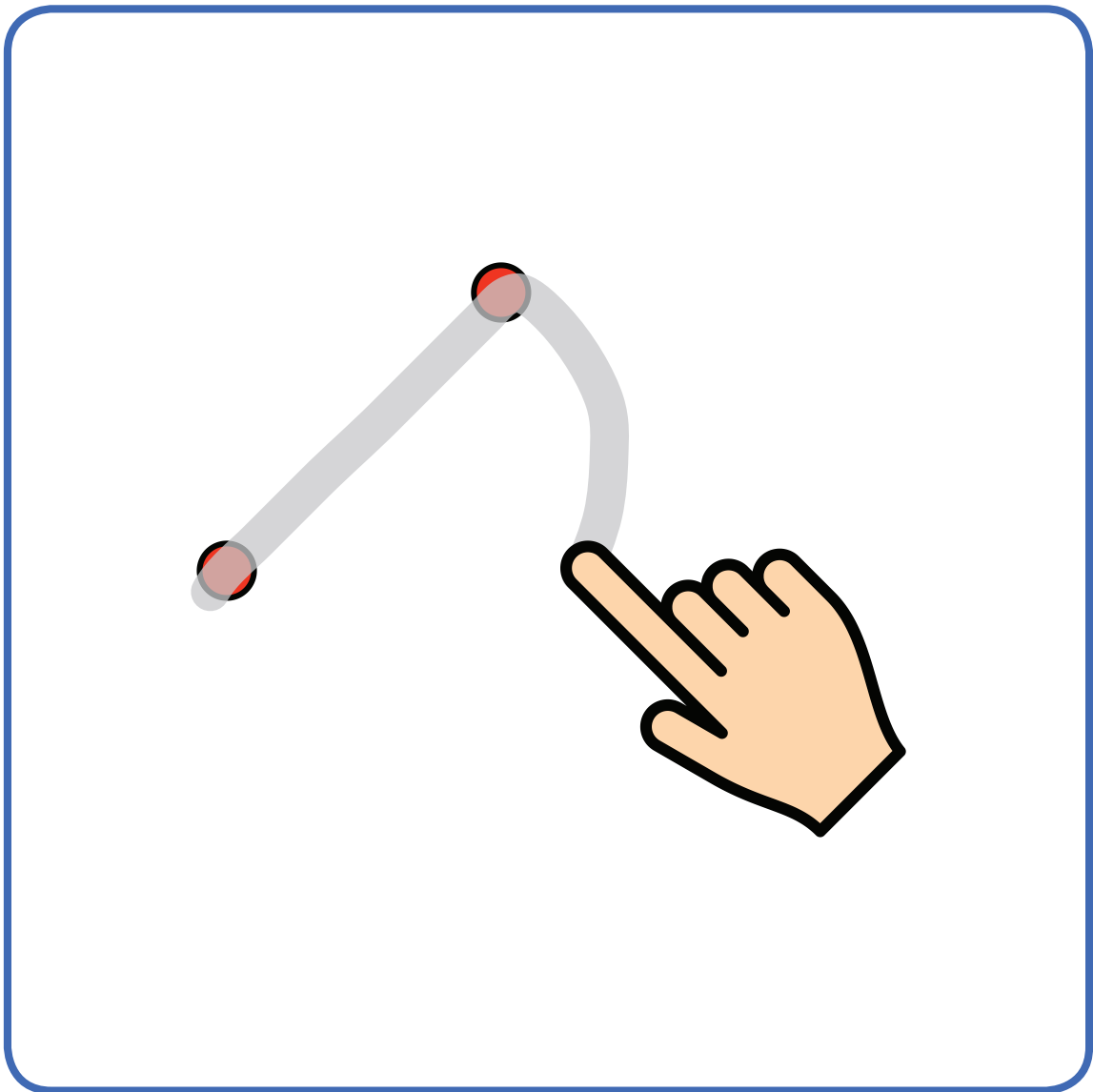
circle



# Kreis (Mittelpunkt)

cercle (par son centre)

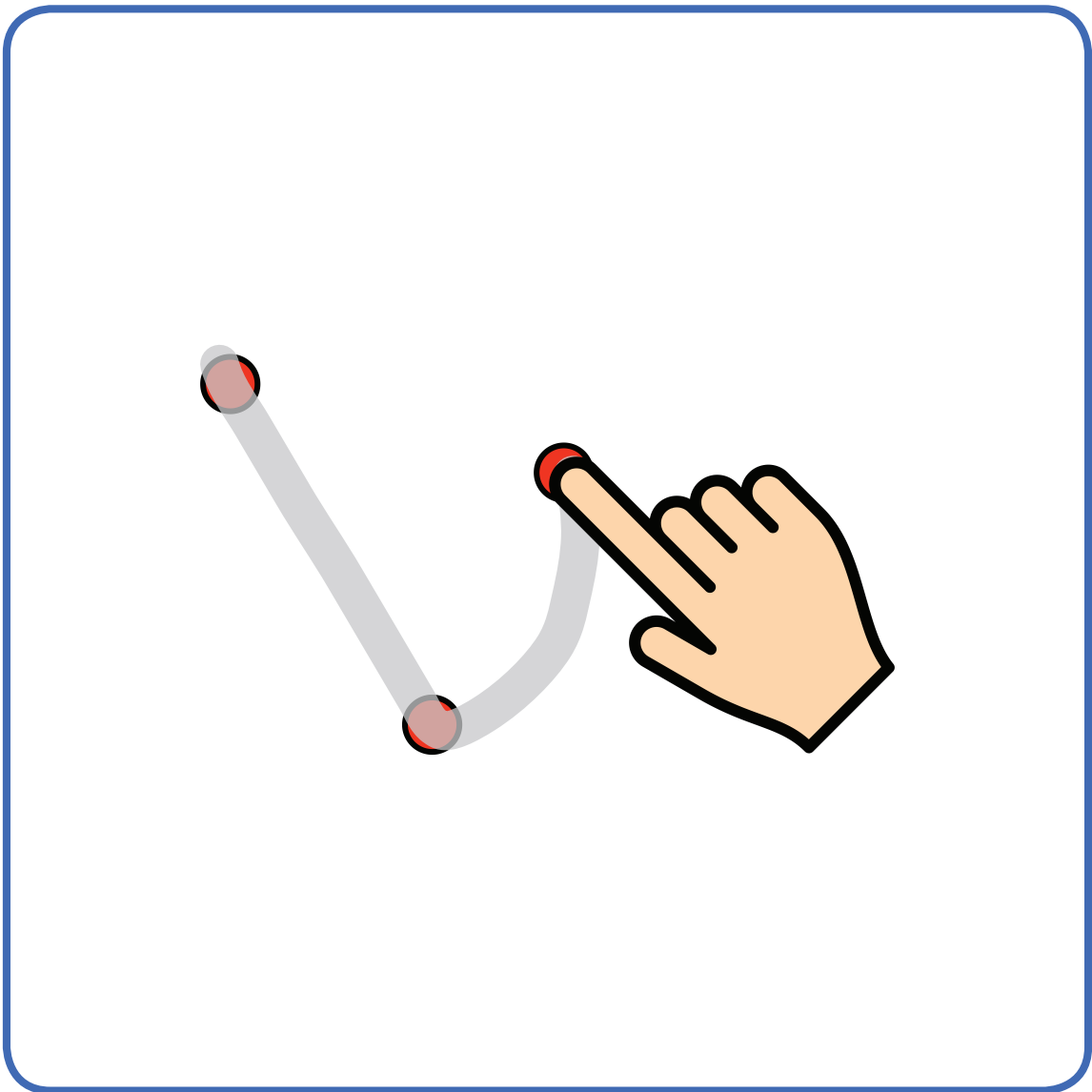
circle (midpoint)



# Sektor

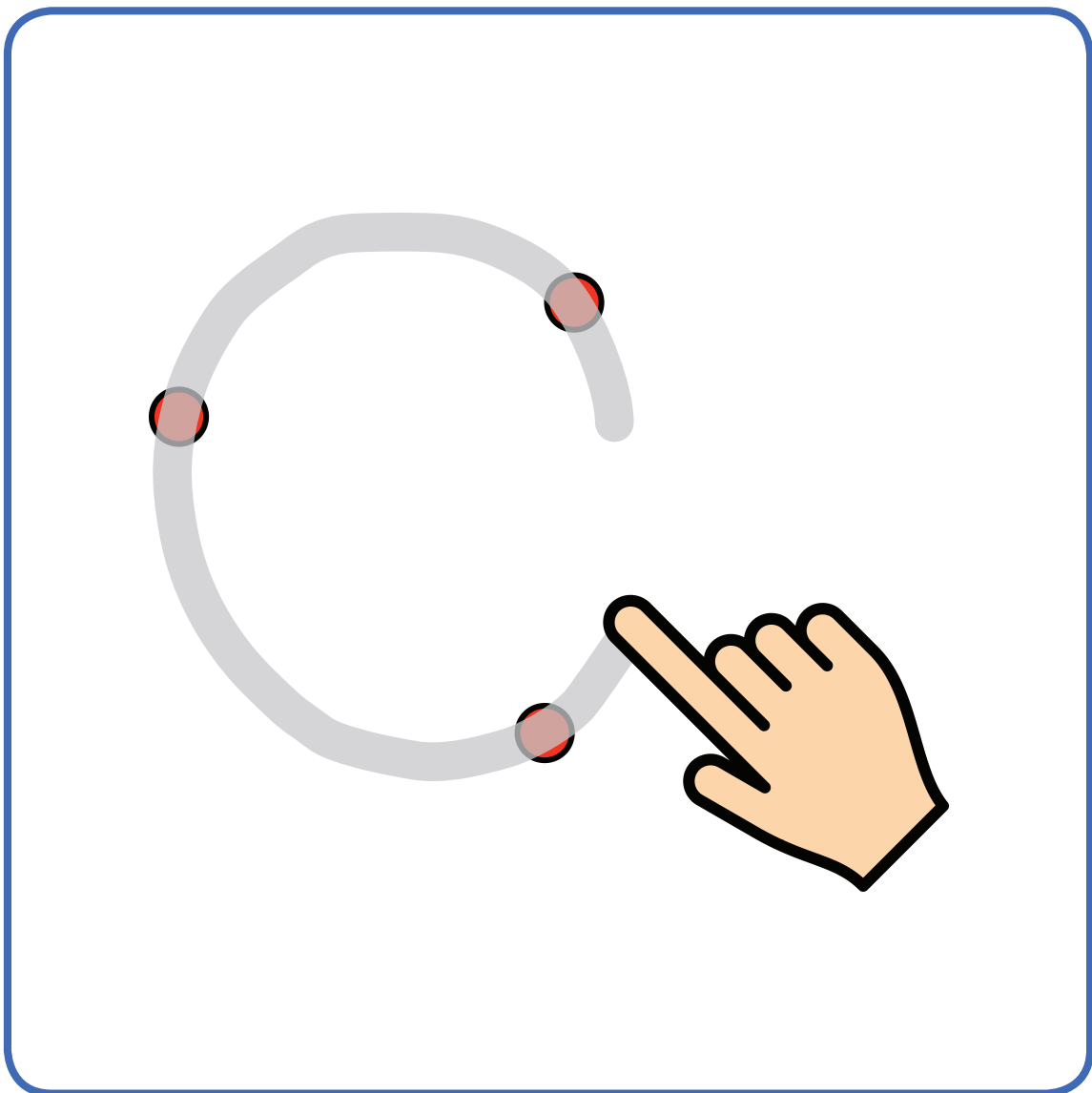
secteur

sector



# Kreis/Umkreis

cercle circonscrit  
circle/ circumcircle

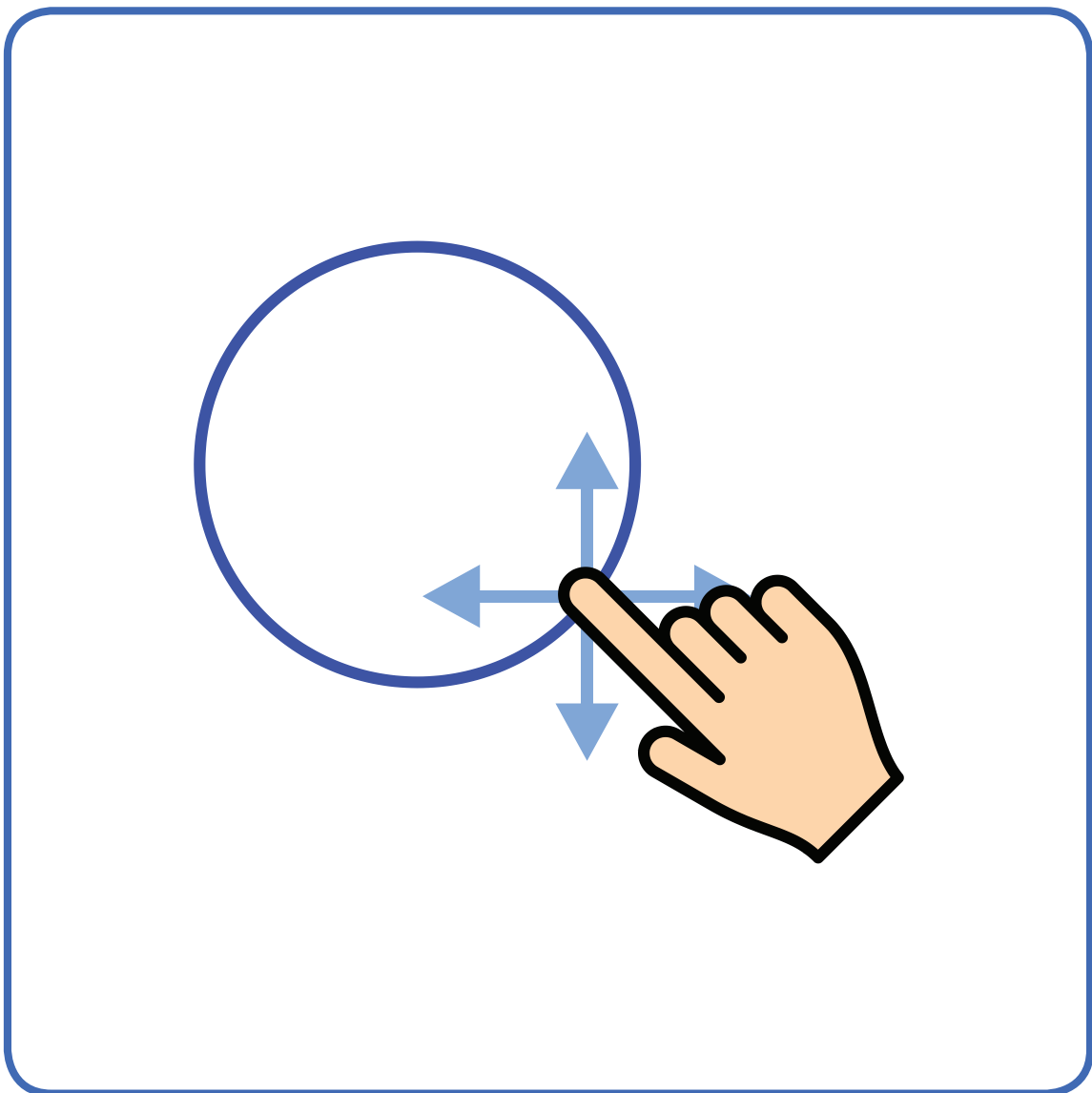




# Kreis bewegen

déplacer cercle

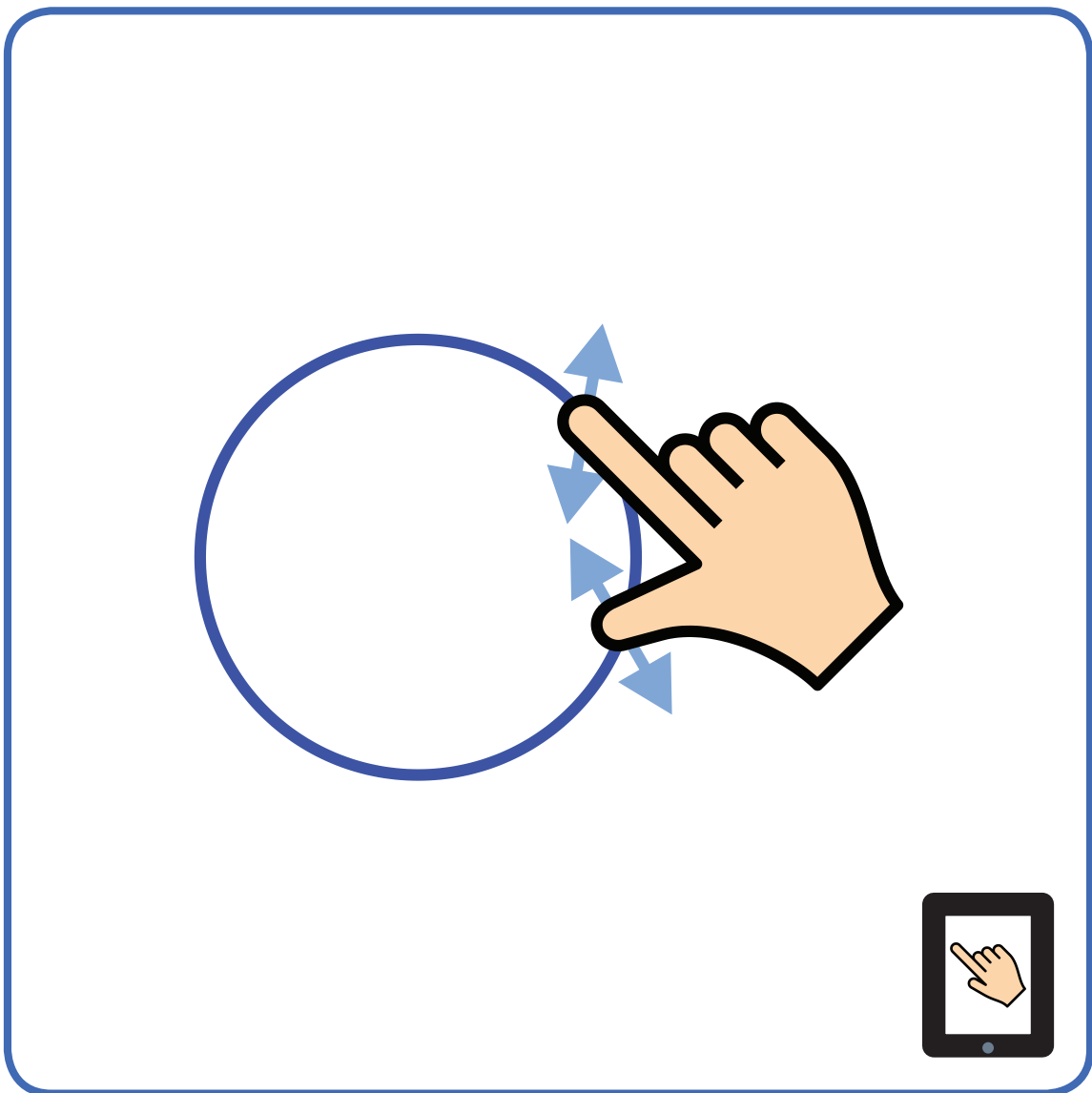
move circle



# Radius verändern

changer le rayon

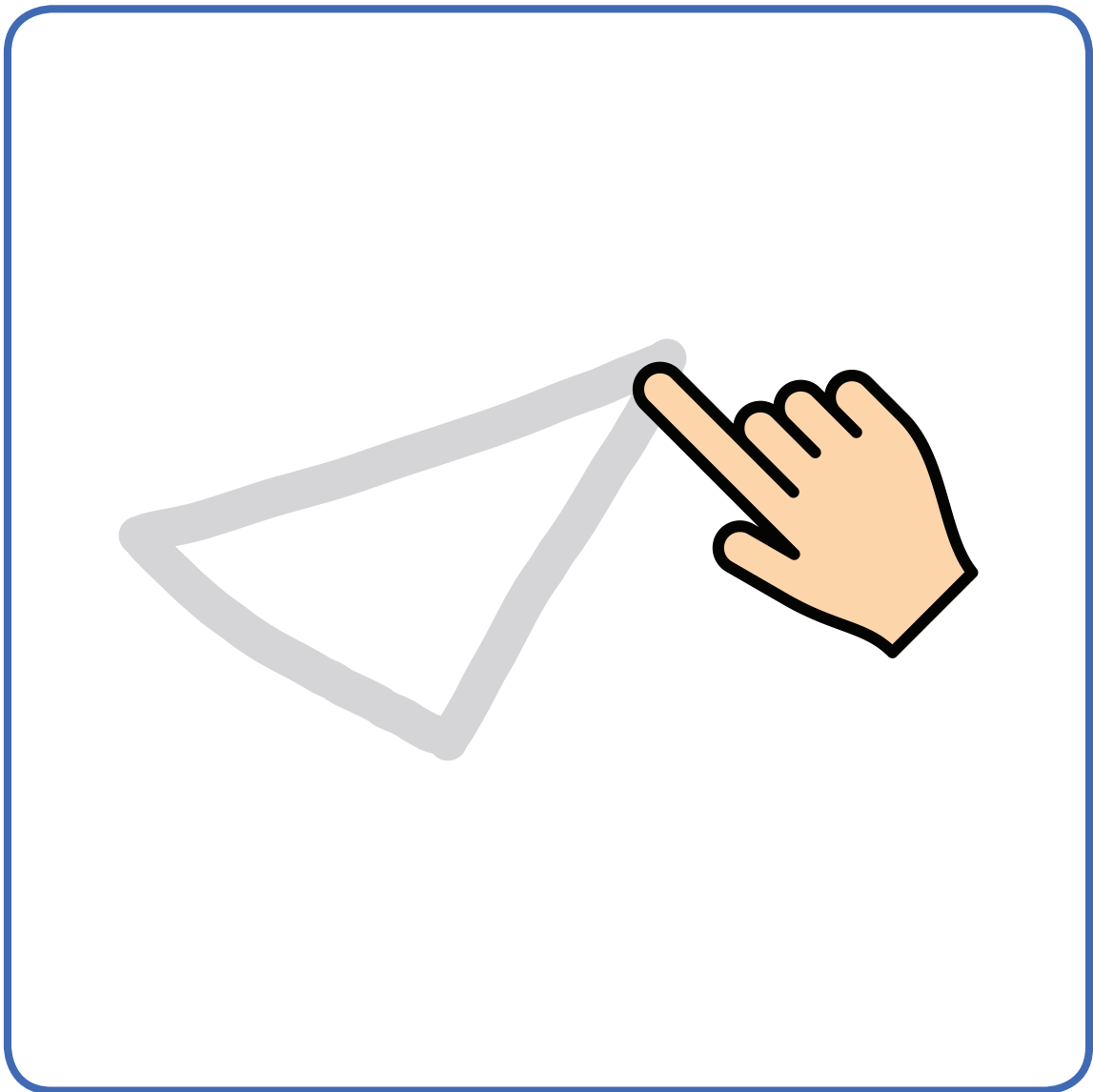
resize circle



# Dreieck

triangle

triangle

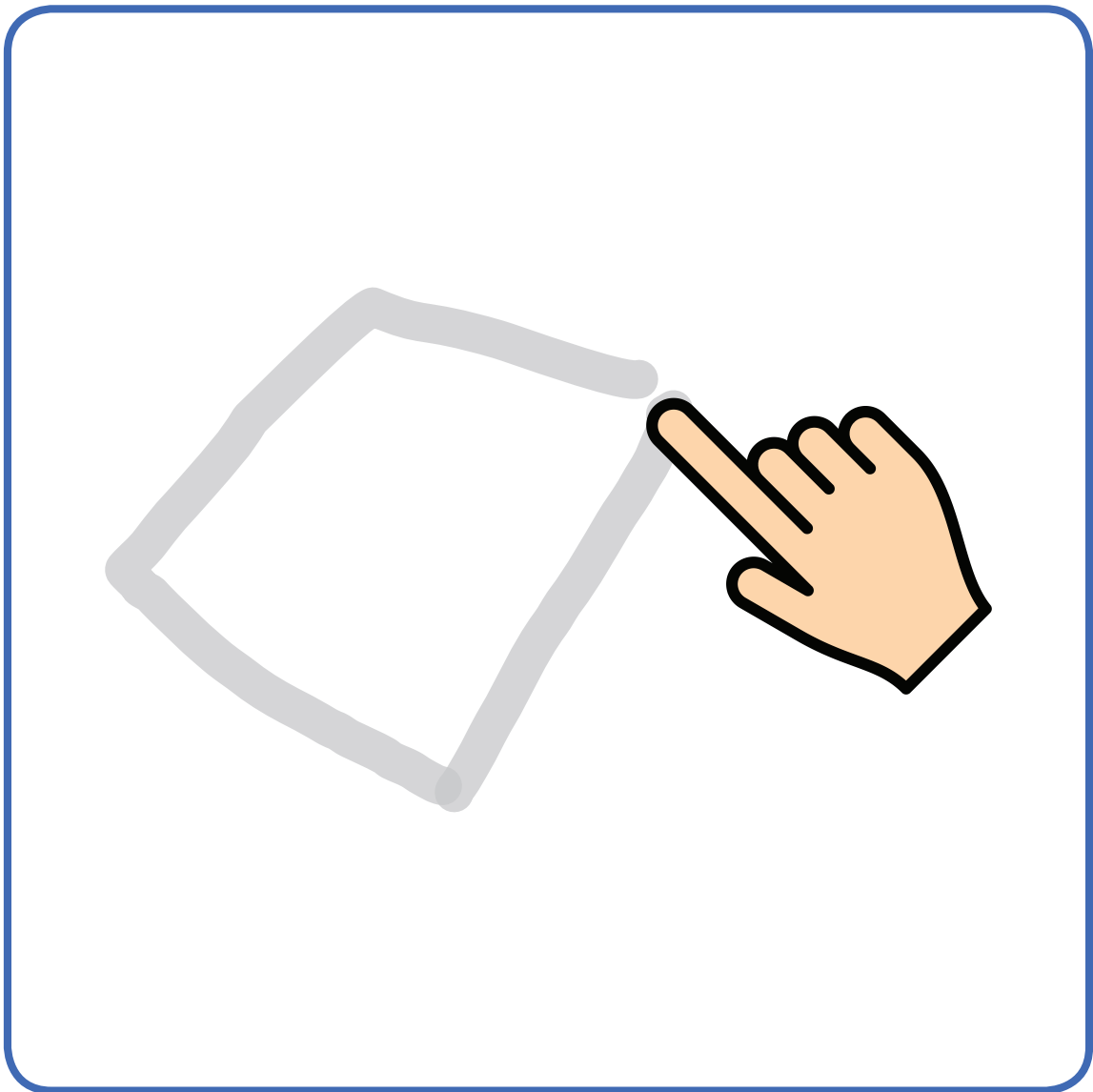


 sketchometry

# Viereck

quadrilatère

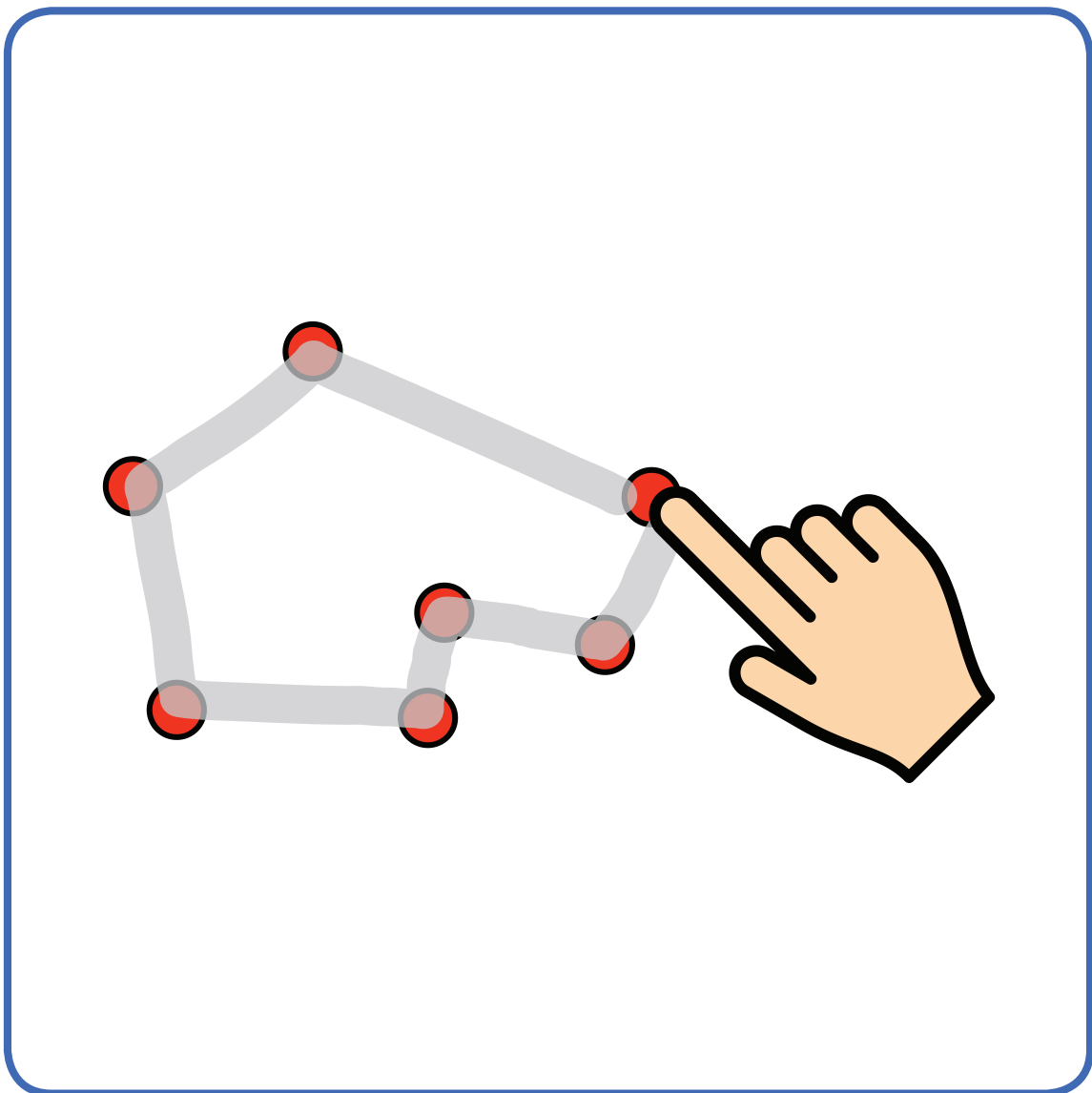
quadrangle



# Polygon

polygone

polygon

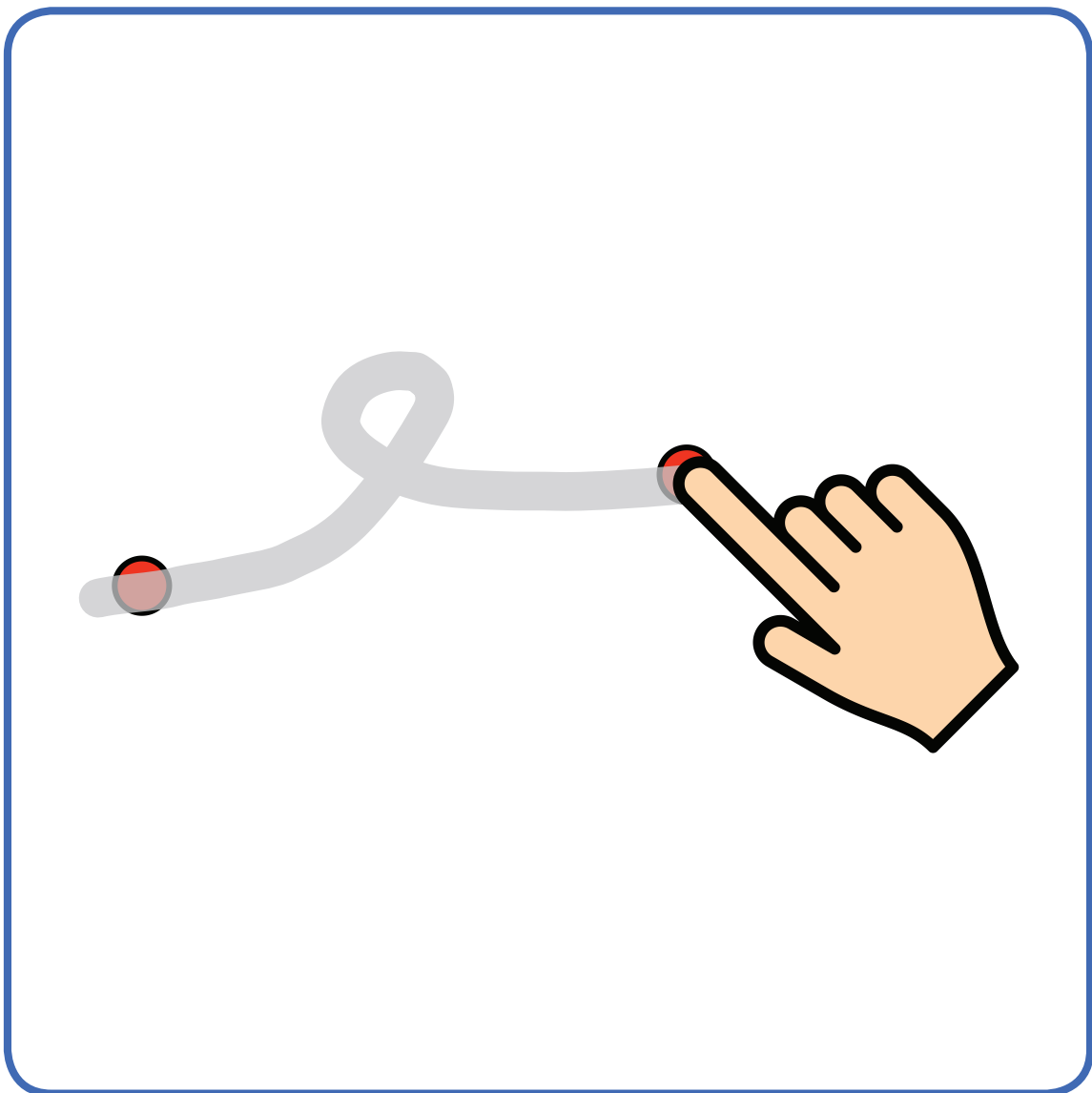


 sketchometry

# Mittelpunkt

milieu

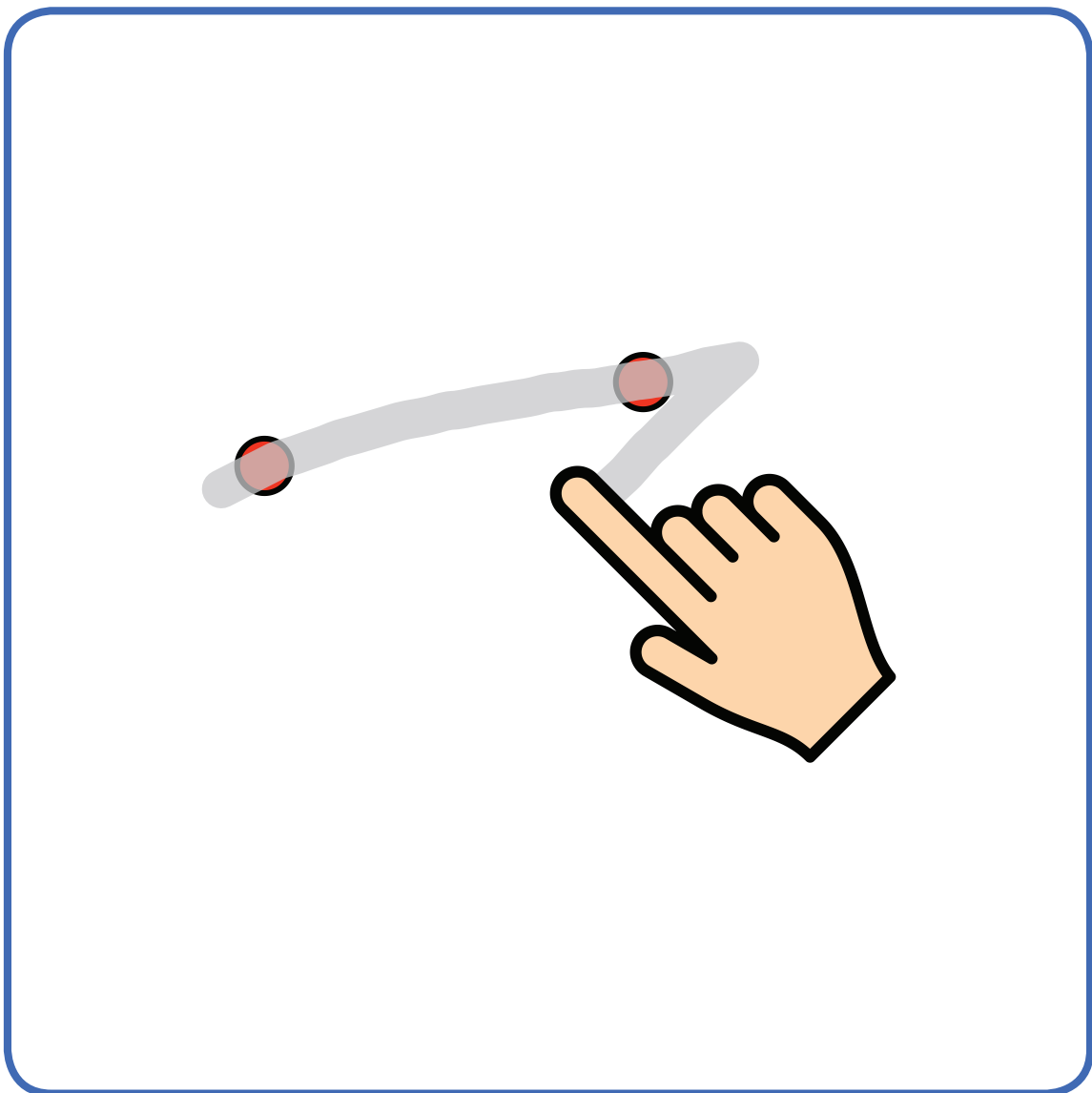
midpoint



 sketchometry

# Punktspiegelung

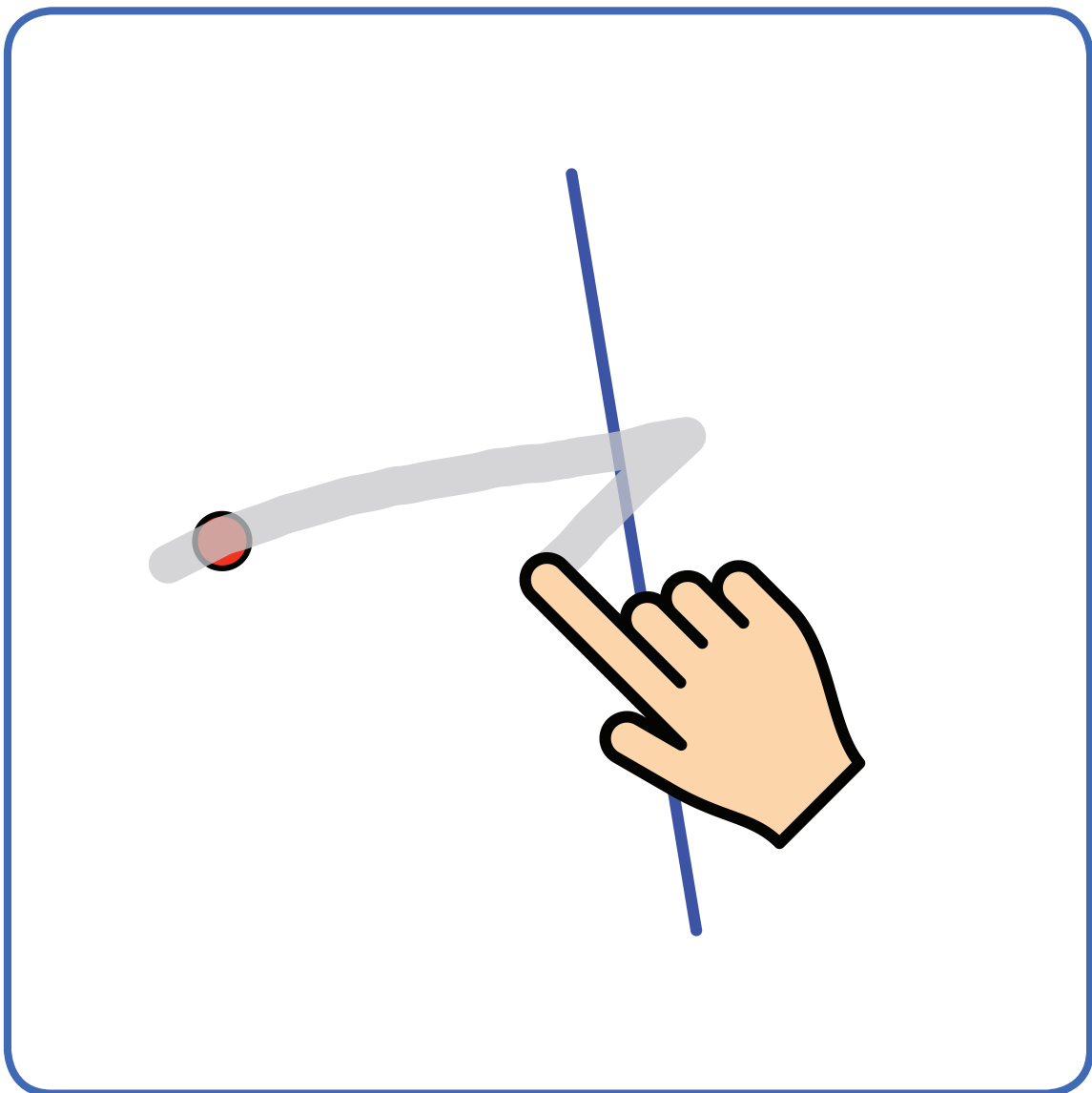
symétrique (centre)  
reflection



# Achsen Spiegelung

symétrique (réflexion)

reflection

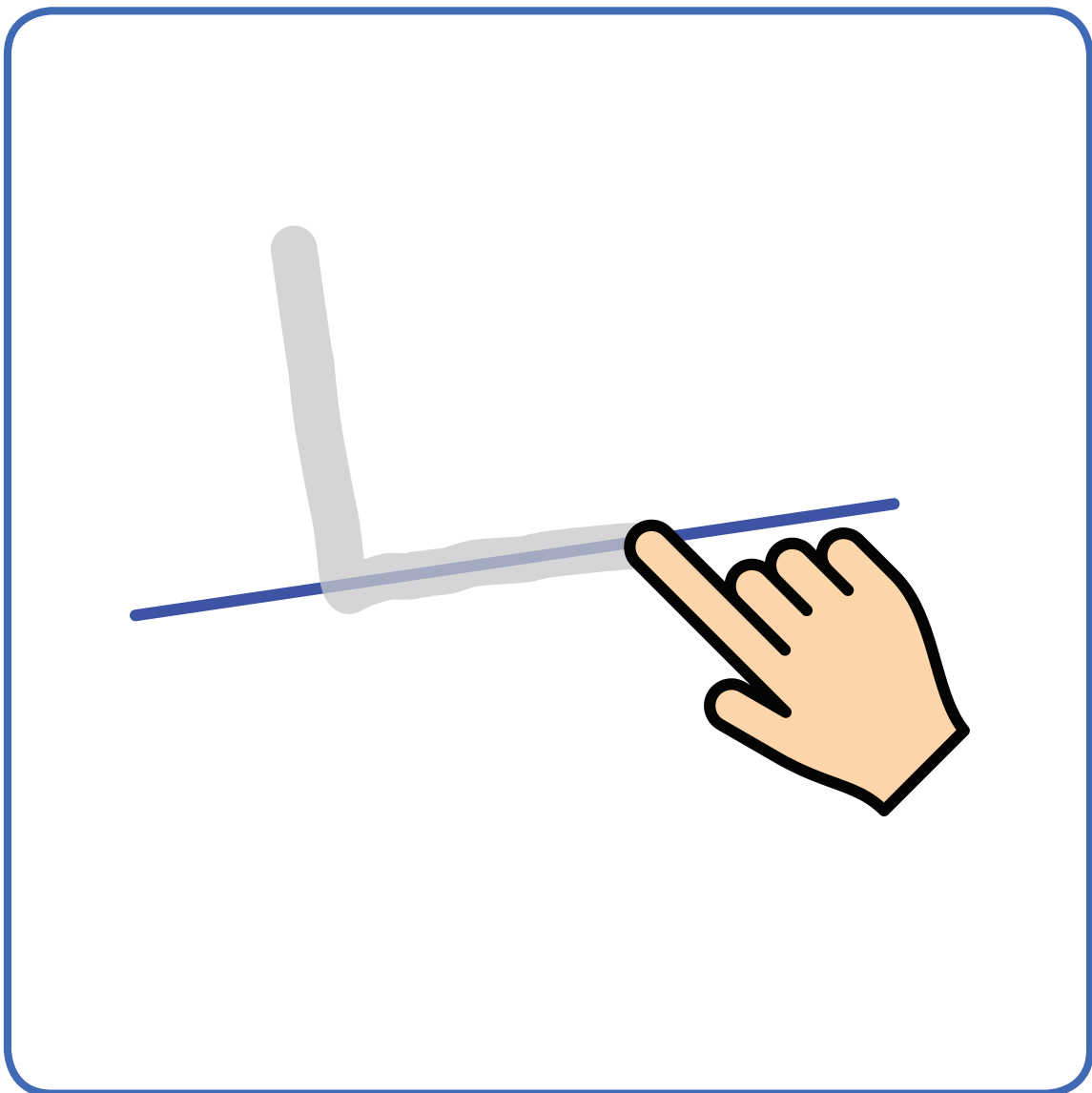




# Senkrechte

perpendiculaire

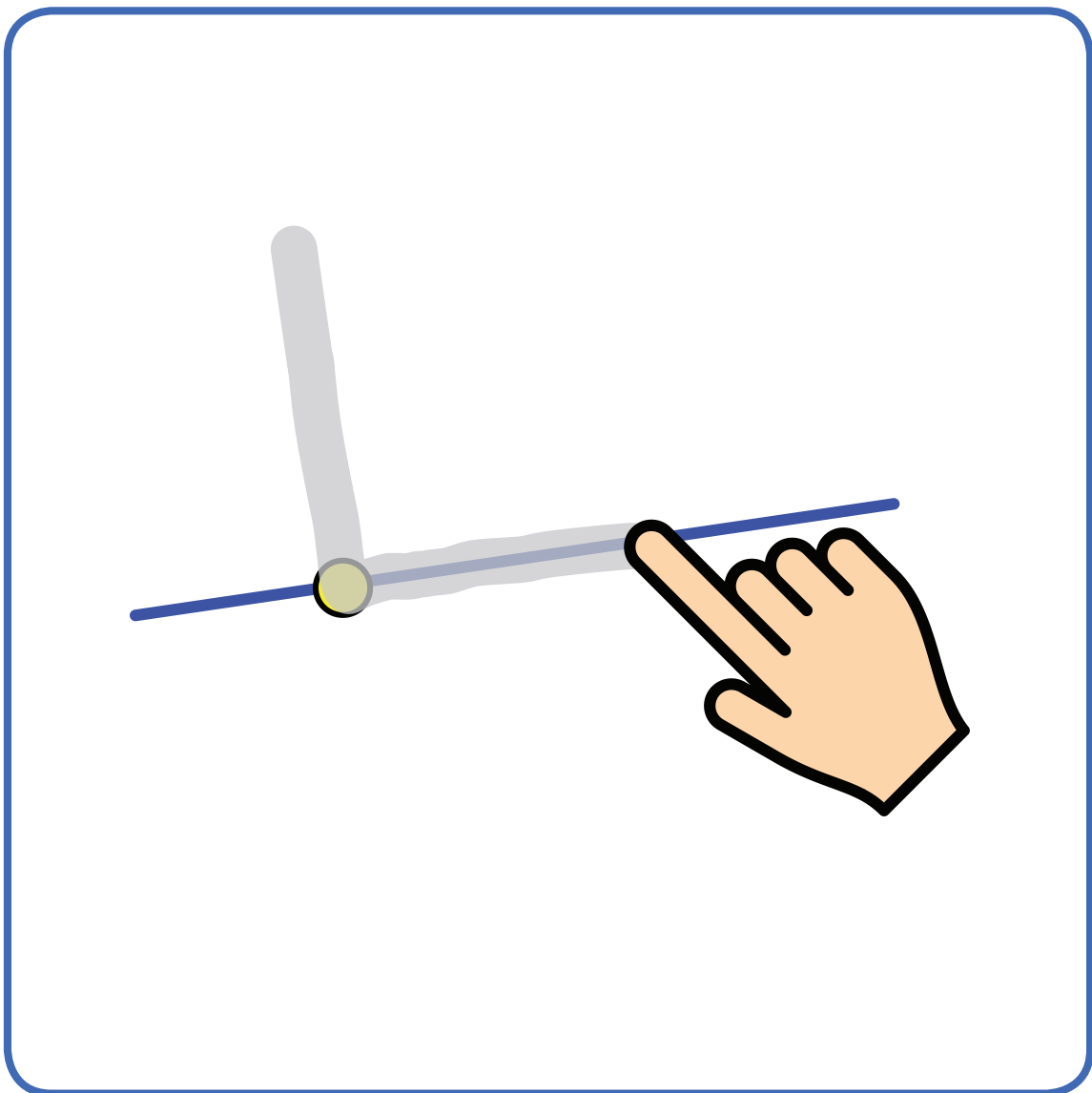
perpendicular



# Senkrechte

perpendiculaire

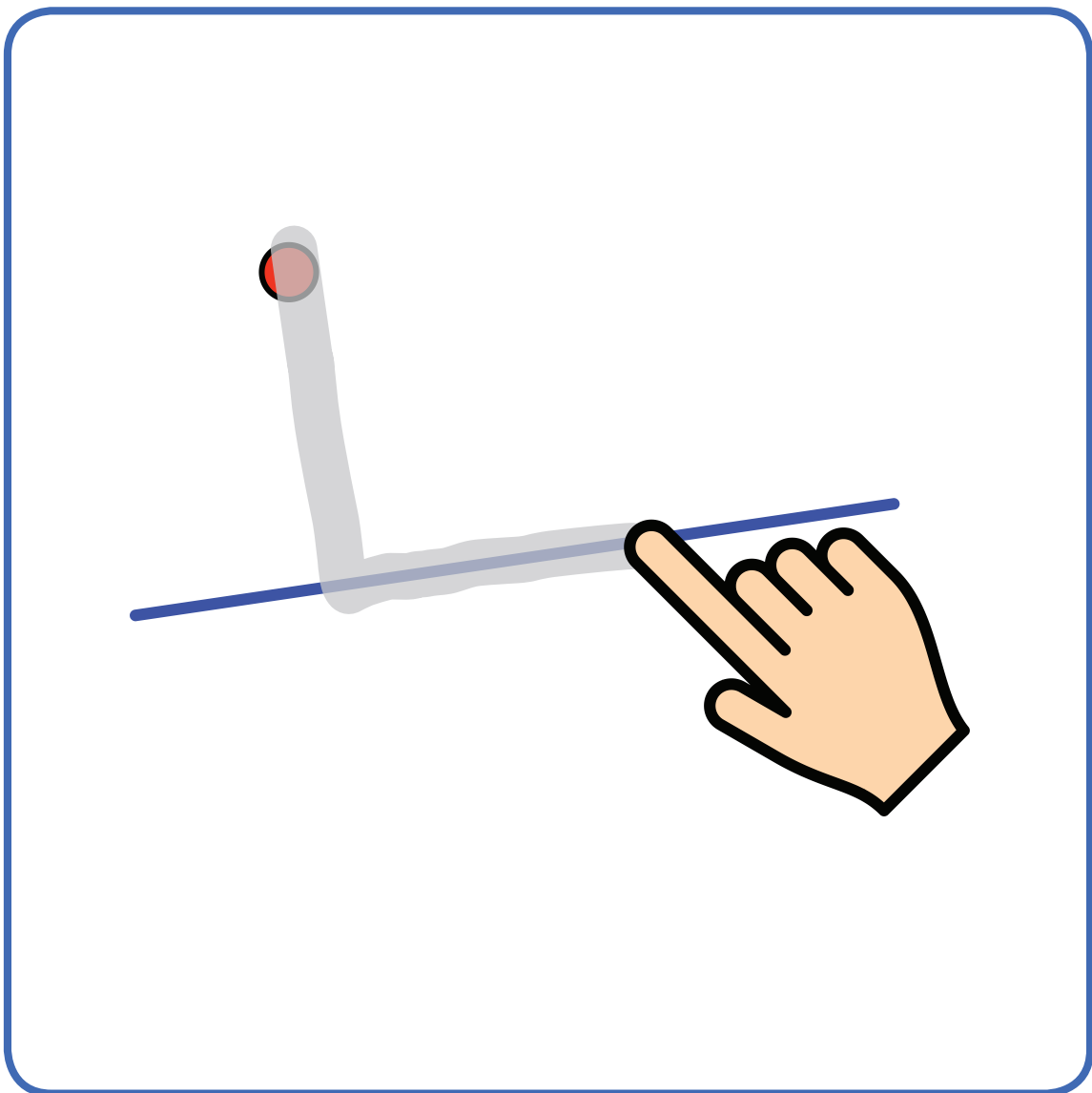
perpendicular



# Lotstrecke

perpendiculaire (segment)

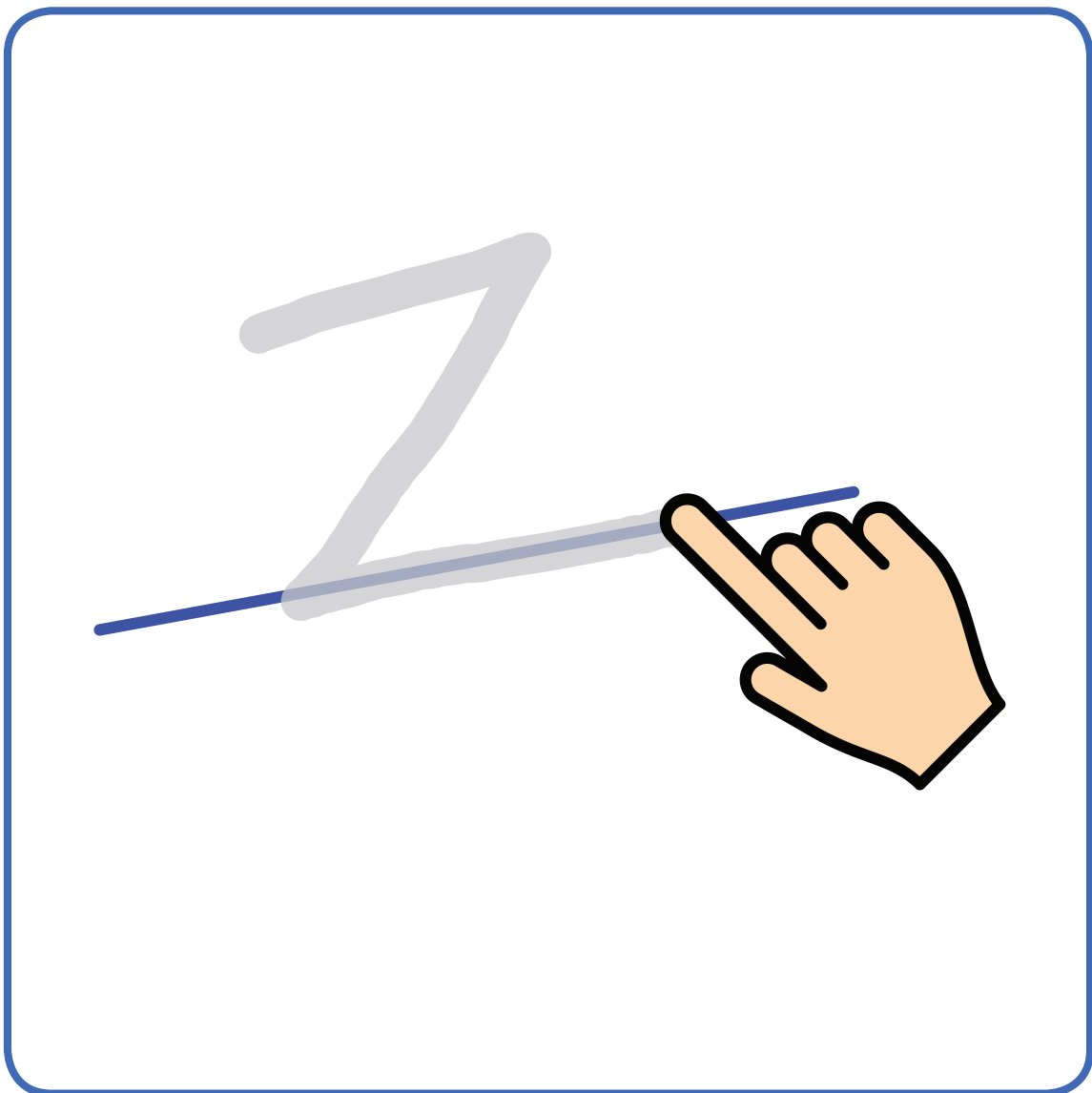
perpendicular (segment)



# Parallele

parallèle

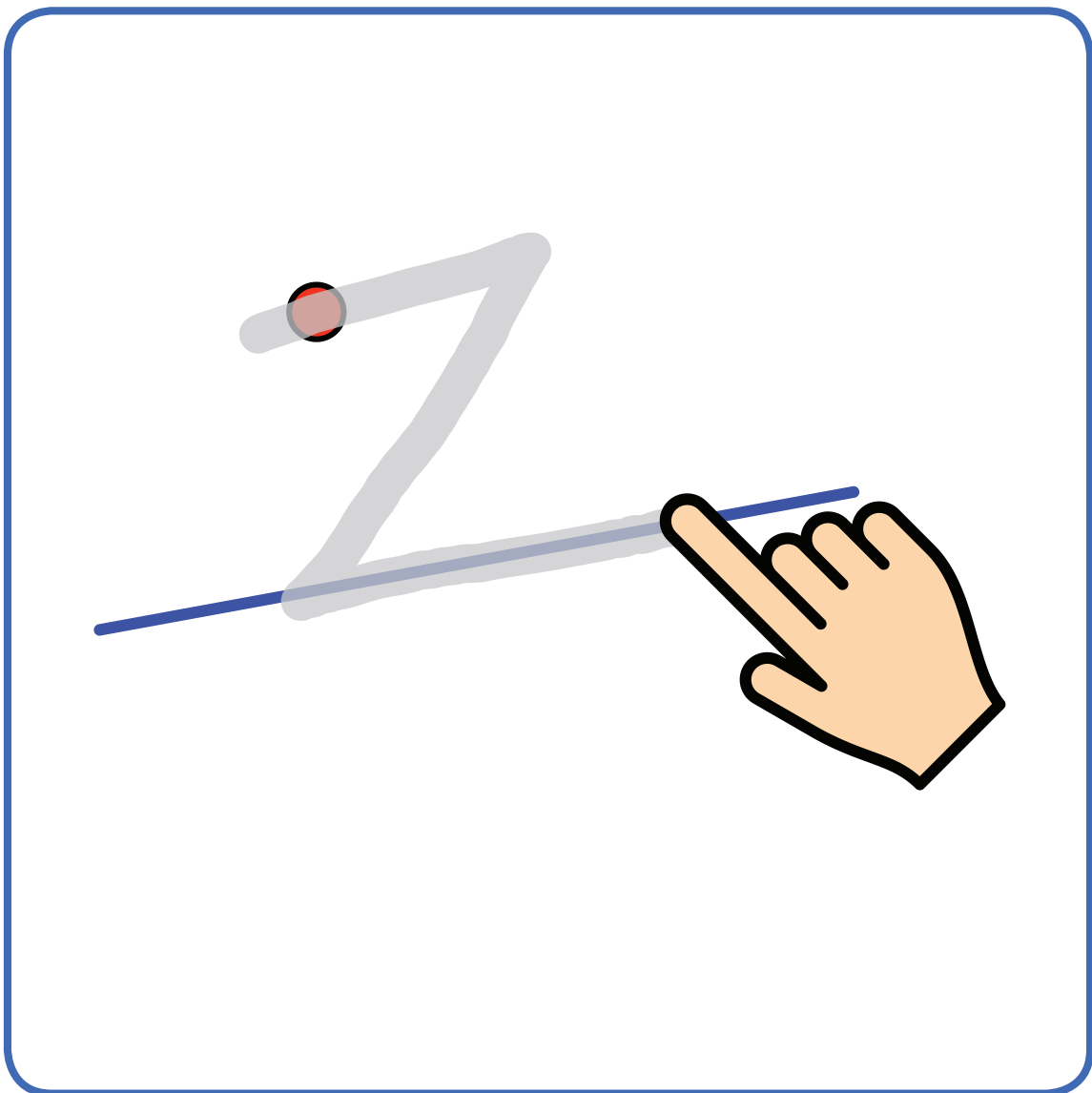
parallel



# Parallelele

parallèle

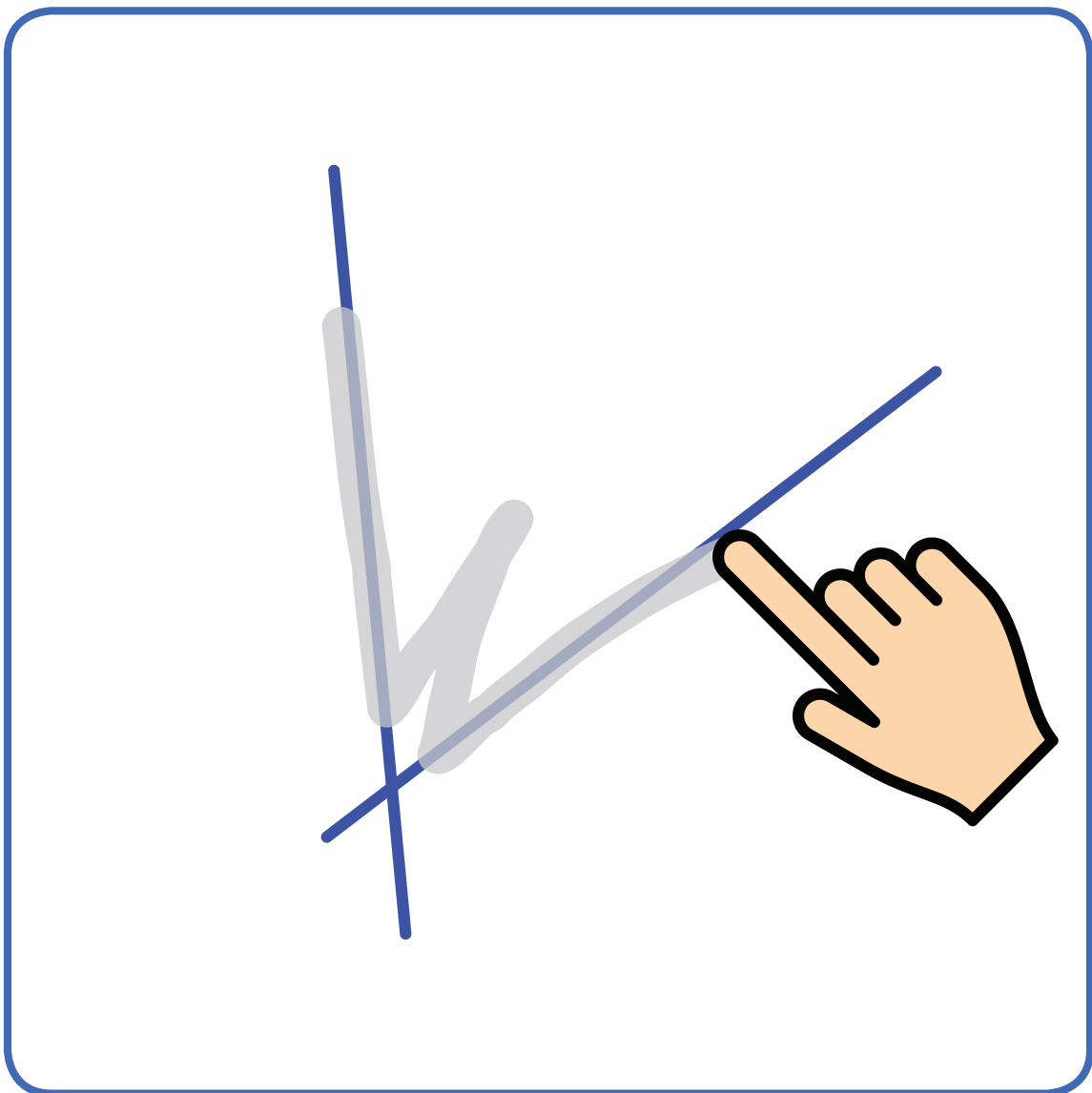
parallel



# Winkelhalbierende

bissectrice

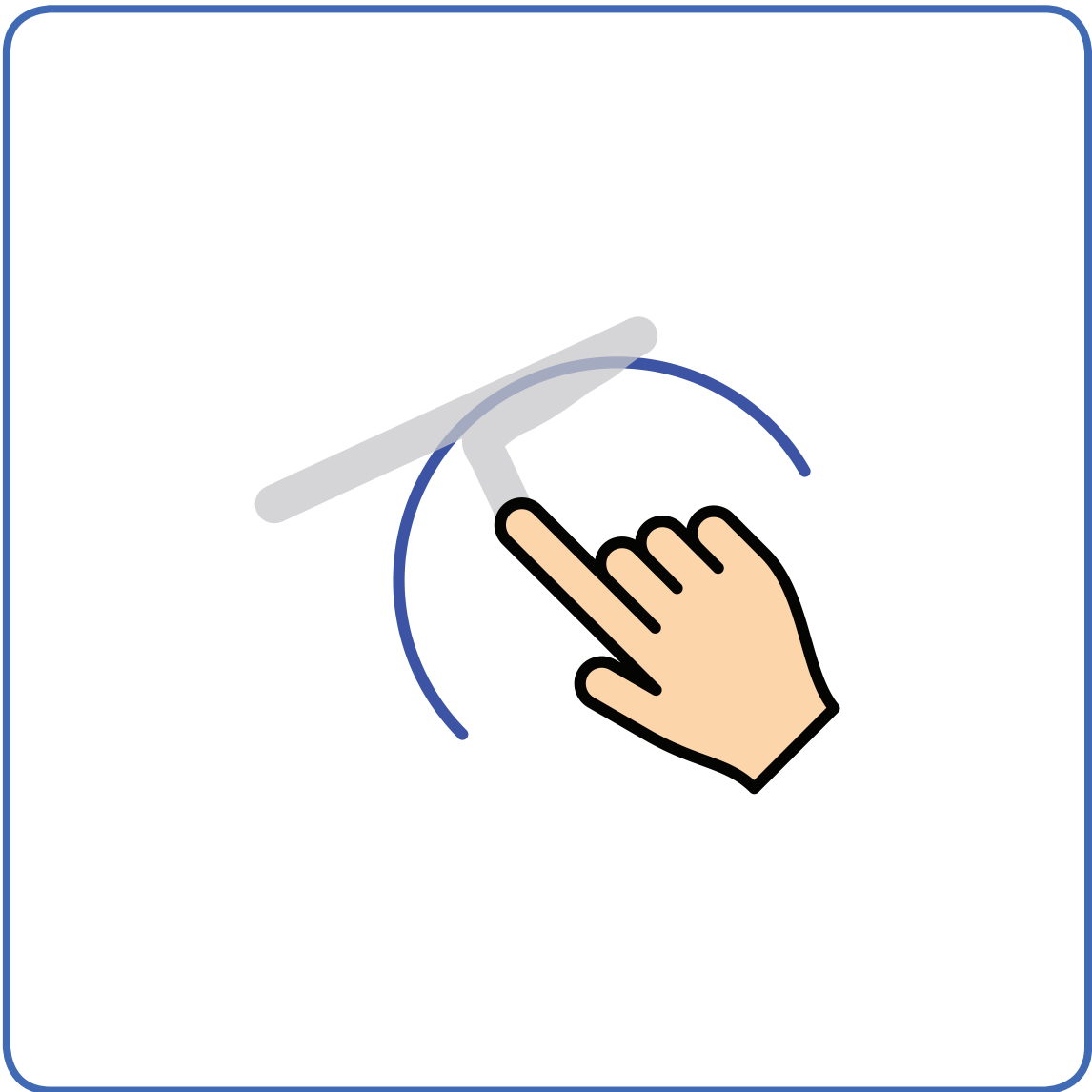
bisector



# Kreistangente

tangente (cercle)

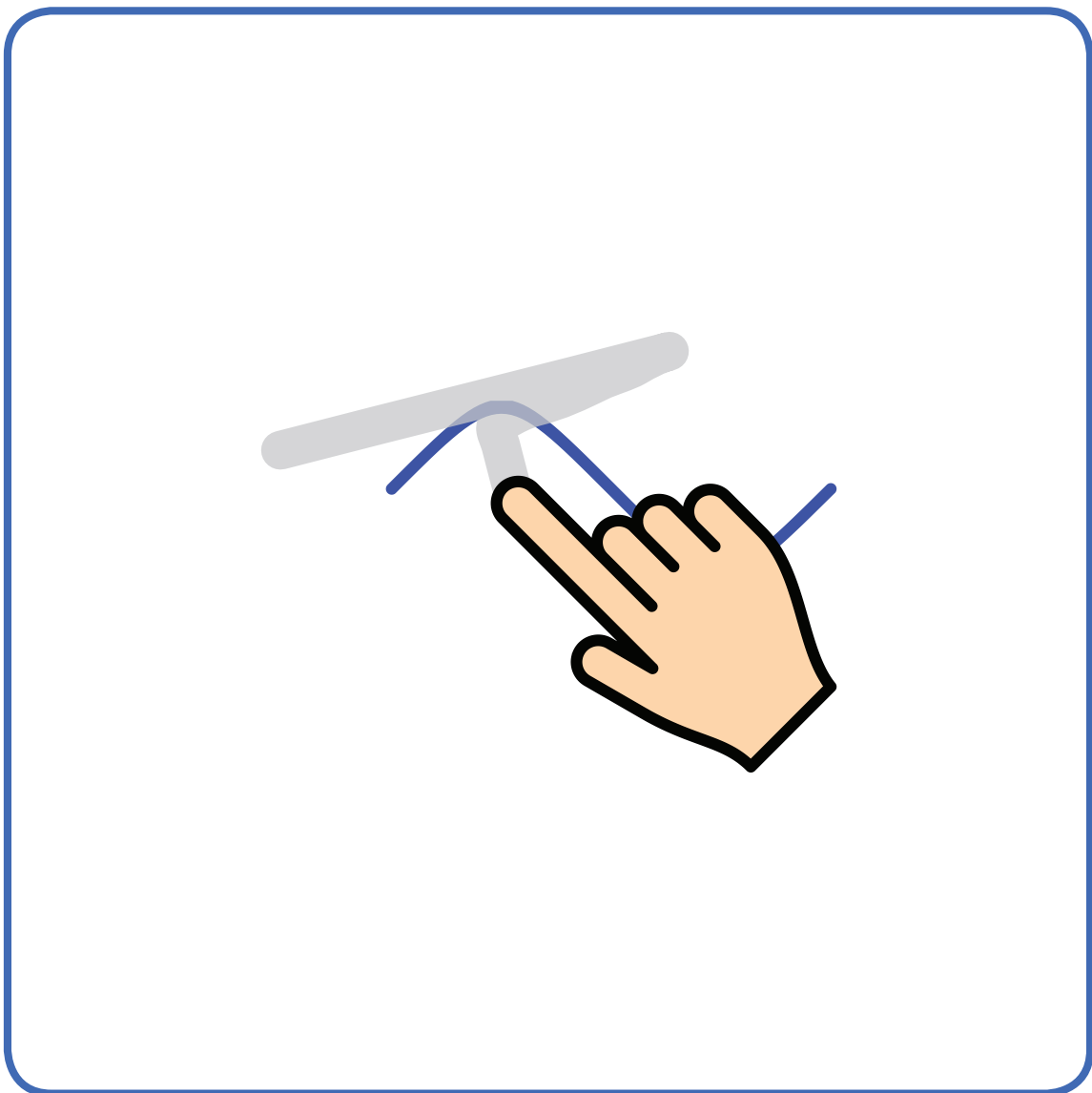
tangent (circle)



# Tangente an Graph

tangente (courbe)

tangent (graph)

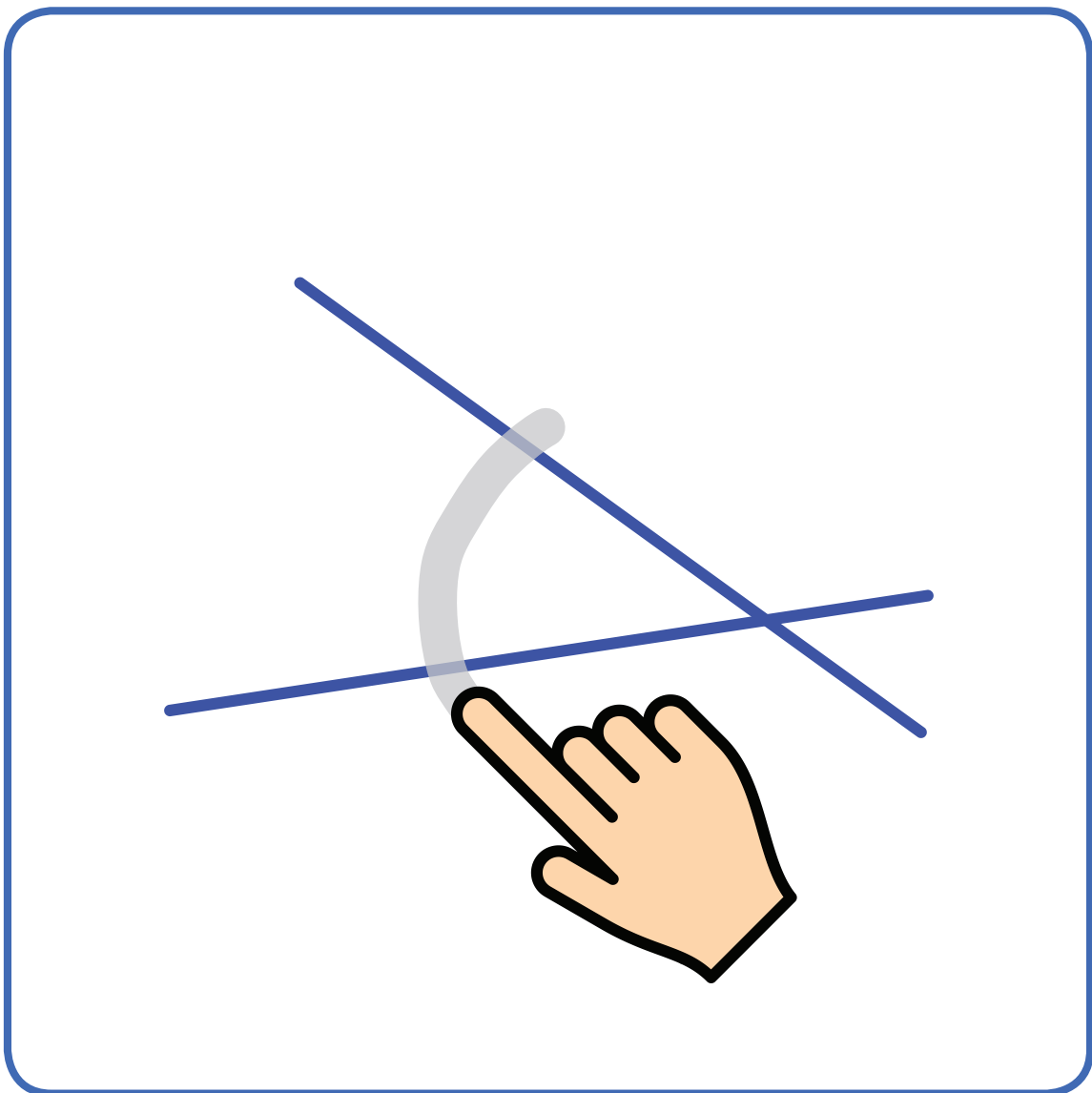




# Winkel(markierung)

angle (marquer)

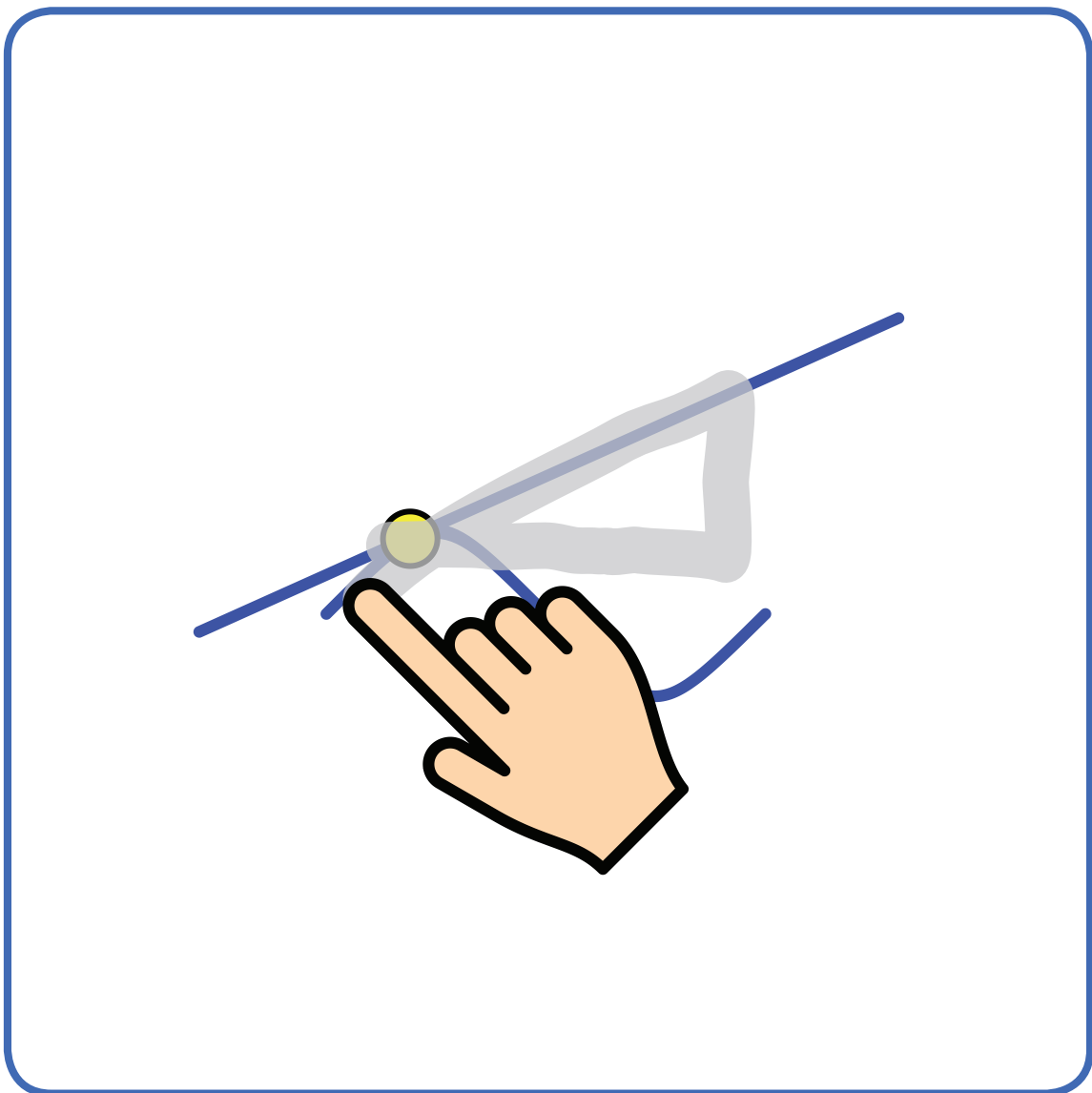
angle



# Steigungsdreieck

triangle de pente

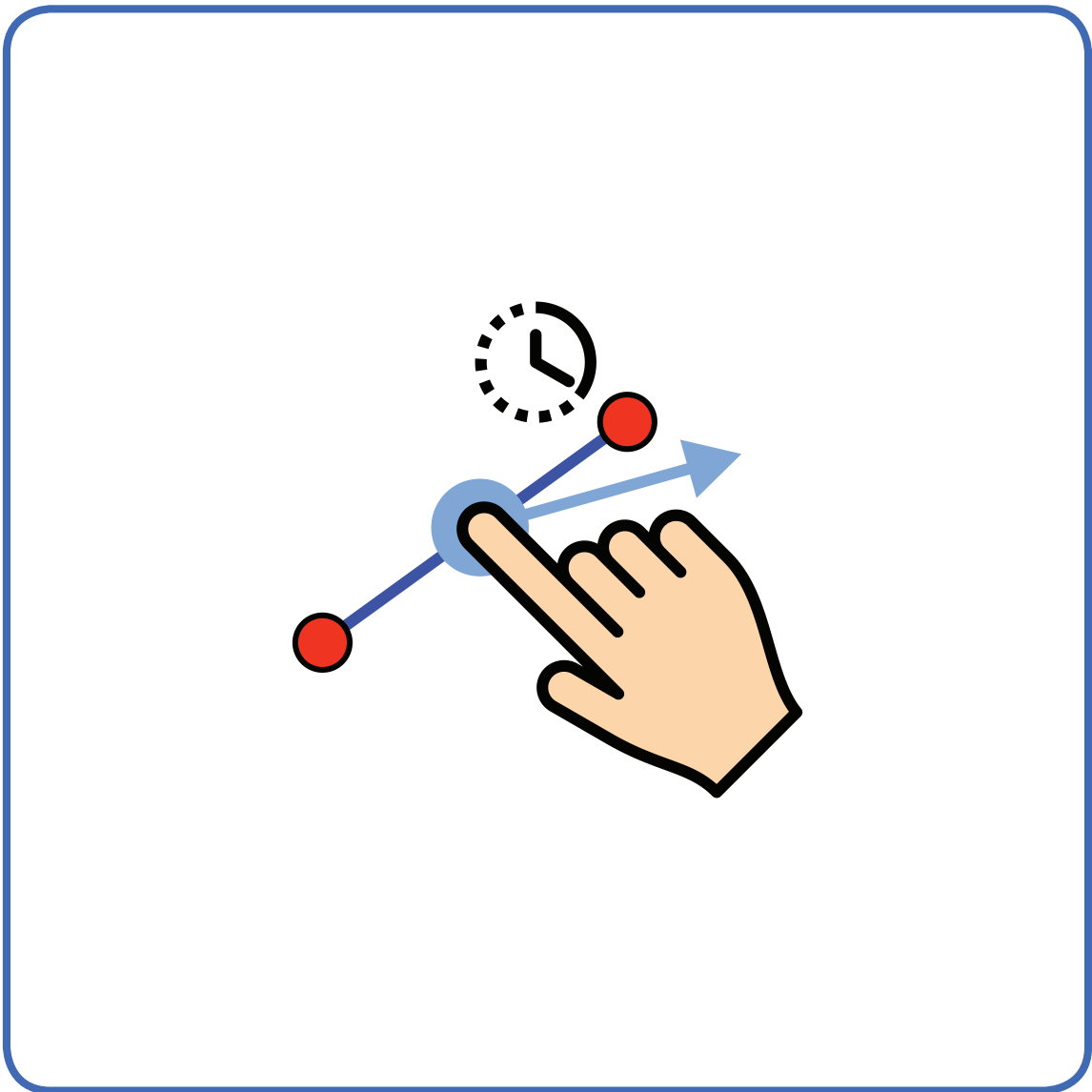
slope triangle



# Abtragen

copier longueur (cercle)

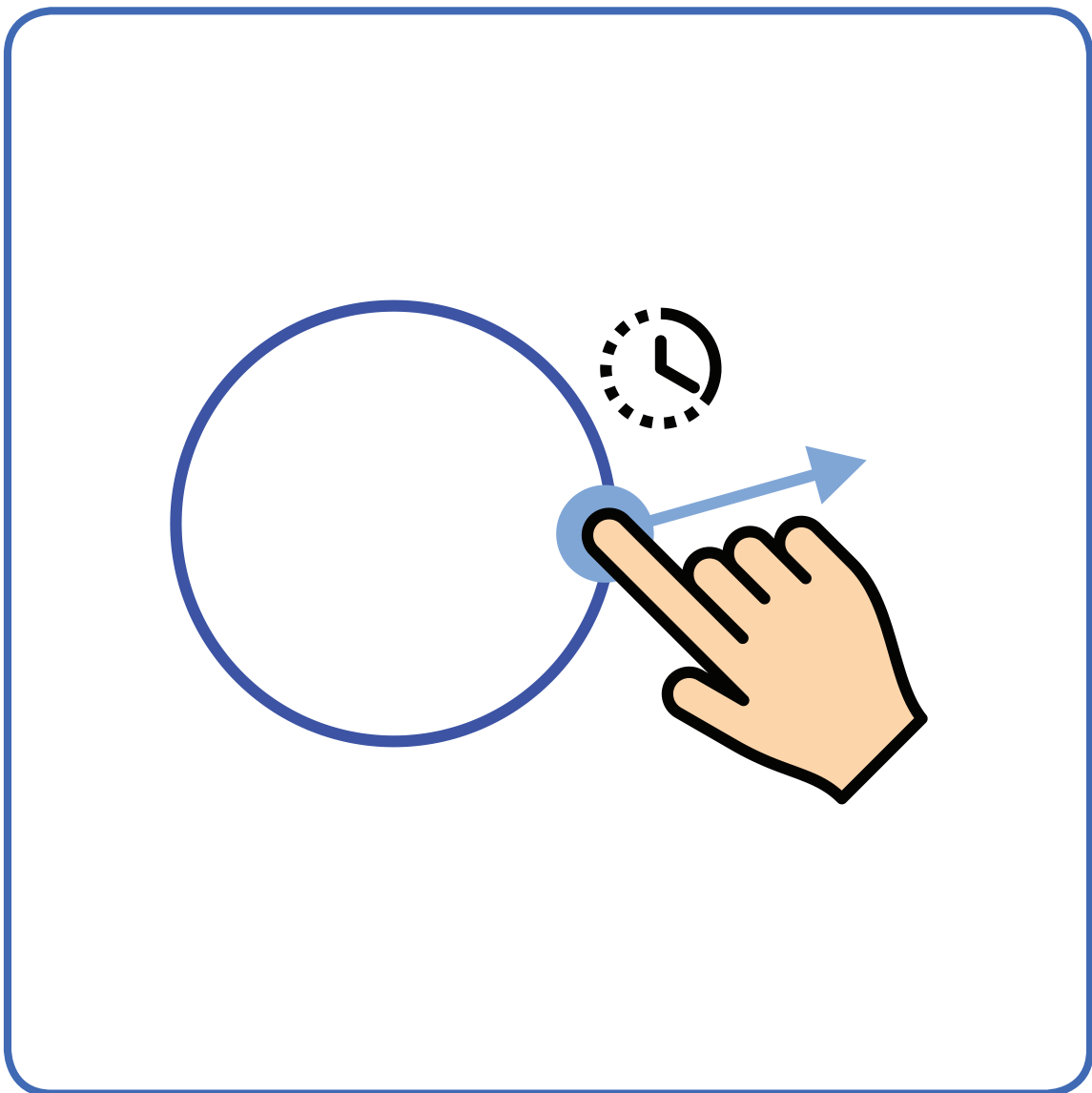
copy length



# Abtragen

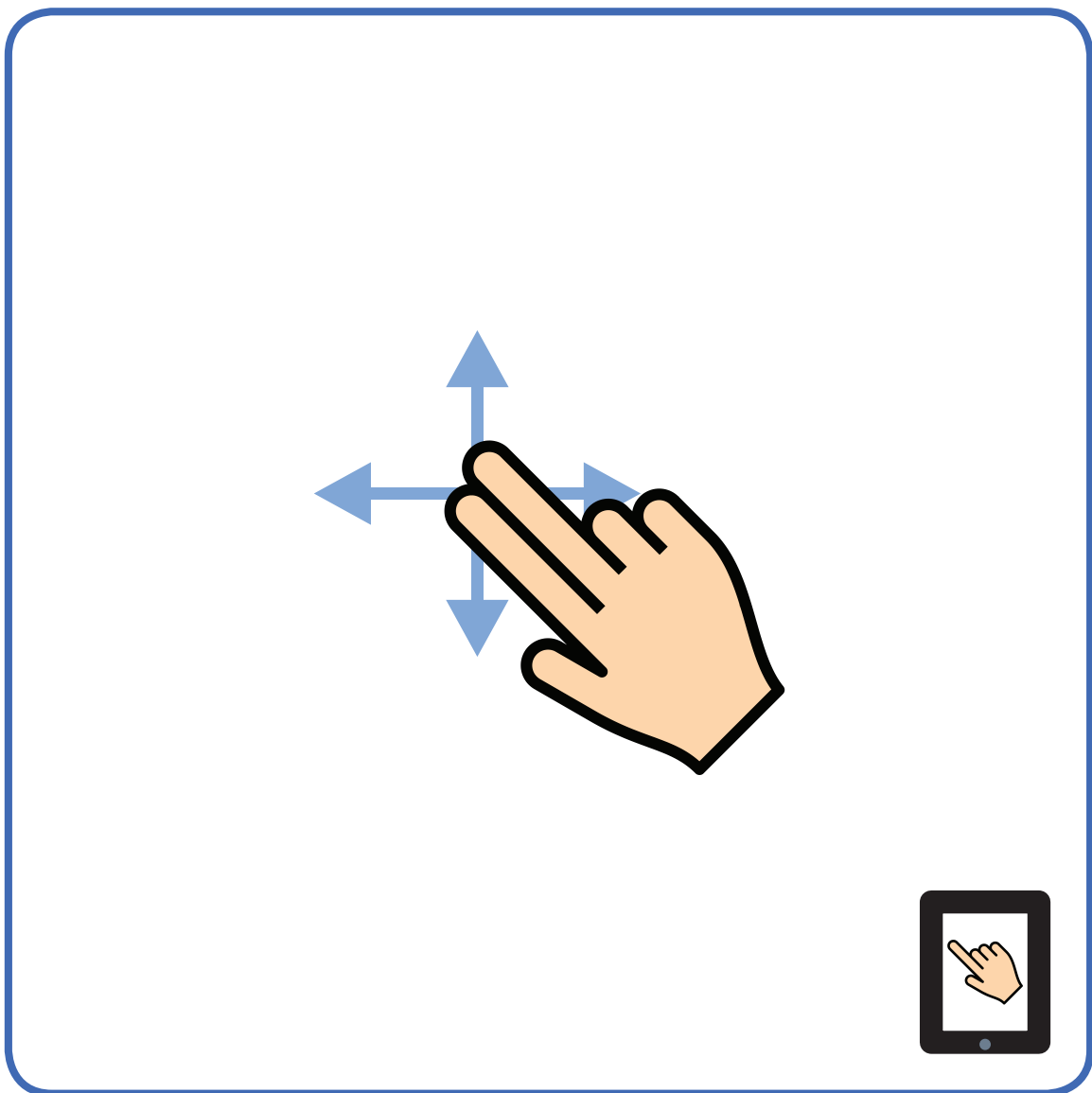
Adupliquer cercle

copy radius



# Verschieben

déplacer page  
move board



# Zoomen

zoomer page

zoom board

